

SI@UCF Assignment: Rain Simulation

For this assignment you will write a GUI that simulates rain. Over the last couple days you've learned how to display the motion of objects (by strategically redrawing the same object in different places on the screen on successive frames) as well as store multiple objects in an array or ArrayList.

Combine these two tools to create a simulation of rain. In class you were shown two different simulations in rain done in Python. You can use those as a starting point, but feel free to be creative. Your solution should use either an array or array list, some randomness and should have many objects that appear to be falling from the top to the bottom of the simulation screen. Make sure to make your implementation relatively efficient - don't continue to store information about raindrops that will never appear on the screen again.