

COP 3330 Suggested Exercises for Java Swing (Drawing, Motion)

1) Modify the PaintExample.java program to paint objects/shapes of your liking. Make sure to look at the graphics class.

<https://docs.oracle.com/javase/8/docs/api/java/awt/Graphics.html>

2) Modify the bouncing ball example to display two separate bouncing balls.

3) Adapt the program in #2 so that when the two bouncing balls collide, they bounce off each other. (You can just swap their movement vectors, and it works...)

4) Adapt the bouncing ball program to have many bouncing balls. Feel free to give them different colors, sizes, etc.

5) Incorporate the collision code with the previous exercise.