

COP 3330 Suggested Exercises for Java Swing (Keyboard Input)

- 1) Modify the key board input example so that different colors get highlighted when the digits 1 through 8 are pressed.
- 2) Change the layout of the keys for the keyboard input example as well as which keys can be pressed to be highlighted.
- 3) Adapt the bouncingballkeys program so that the ball changes color when it bounces off a wall.
- 4) Let the bouncing ball in the previous program naturally move around without keyboard input. Add a gun to the bottom middle of the screen. When the user presses the space key, have it release a bullet. Use other arrow keys to position the direction of the shot. You can pick the mapping between keys and direction. Then, if the bullet hits the bouncing ball, stop the program, indicating that the user won.
- 5) Modify the game above as you see fit with either a timer or a score or both.