Homework#8

Copying and plagiarism will not be tolerated. You are not allowed to work in teams on this assignment.

Submit the homework as Name_Homework8.zip – Comment your code as much as possible.

Processing (100pts)

To be able to answer this question you must attend all the lectures
You must read chapter 11 at least twice, and understand the concept of Inheritance.
You must read do the examples we did in class on NYU classes.
You must watch the following tutorials: https://processing.org/tutorials/ and
http://funprogramming.org/

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In this part you will use Processing's extensions to Java to build an animation.

In this part, you will leverage what we learnt in class to create an animation using processing.
Your animation need to follow **_at least_** these requirements (being creative will be rewarded).

1. Something on the screen must move.

2. There should be some interaction involving the mouse, for example using
   mouseX,mouseY or mousePressed. Alternatively you could check keyPressed, and you
   can also test the value of the key.

3. It should involve a separate class (in a separate file) that you have designed (i.e. not the
   My2DPoint class example). It should have instance variables and methods used by the
   calling program (the Processing 'Papplet' class). You should upload a zip file containing
   java files and any data files you use for this assignment.

4. Since this is an open-ended assignment, you should make sure that your documentation
   includes a description up front, in the javadoc, about what your submission is about and
   does. For more about Javadoc generation in Eclipse:
   https://help.eclipse.org/luna/index.jsp?topic=%2Forg.eclipse.jdt.doc.user%2Freference
   %2Fref-export-javadoc.htm

   Please rely on the examples we covered in class and posted in the class website.

   Sources: https://processing.org/tutorials/

   **The examples mentioned in http://funprogramming.org/ can inspire you to
   create your own - You are not allowed to copy paste projects from from the Web**

   You must use Eclipse IDE