CS 150: Intro to OOP, Fall 2008
Programming Assignment 7

Due *via email* by 11:59pm on December 8, 2008

In this assignment, we will be redoing the first program which used the cs1graphics package. In addition to ALL of the requirements on that assignment, you will incorporate several other elements in the program.

- Use your animal class from programming assignment 4 somewhere in your program. If your animal class did not work, you must fix it! I gave comments about what was wrong in the files I sent out, and you can stop by my office if you need more detailed comments about what to fix. Use all of the methods you designed in this class somewhere in your program.

- Use at least one loop to animate an animal or object moving on the screen. (Repeated sleep statements are poor programming form, so use loops instead where ever possible.)

- In general, since we know so much more now, you should be able to fix up many things from your first program. Try to have fun with this!

In your email submission, include all files necessary to run your program. As always, make sure to include comments in your program.