

# **ECE 462 C++ and Java**

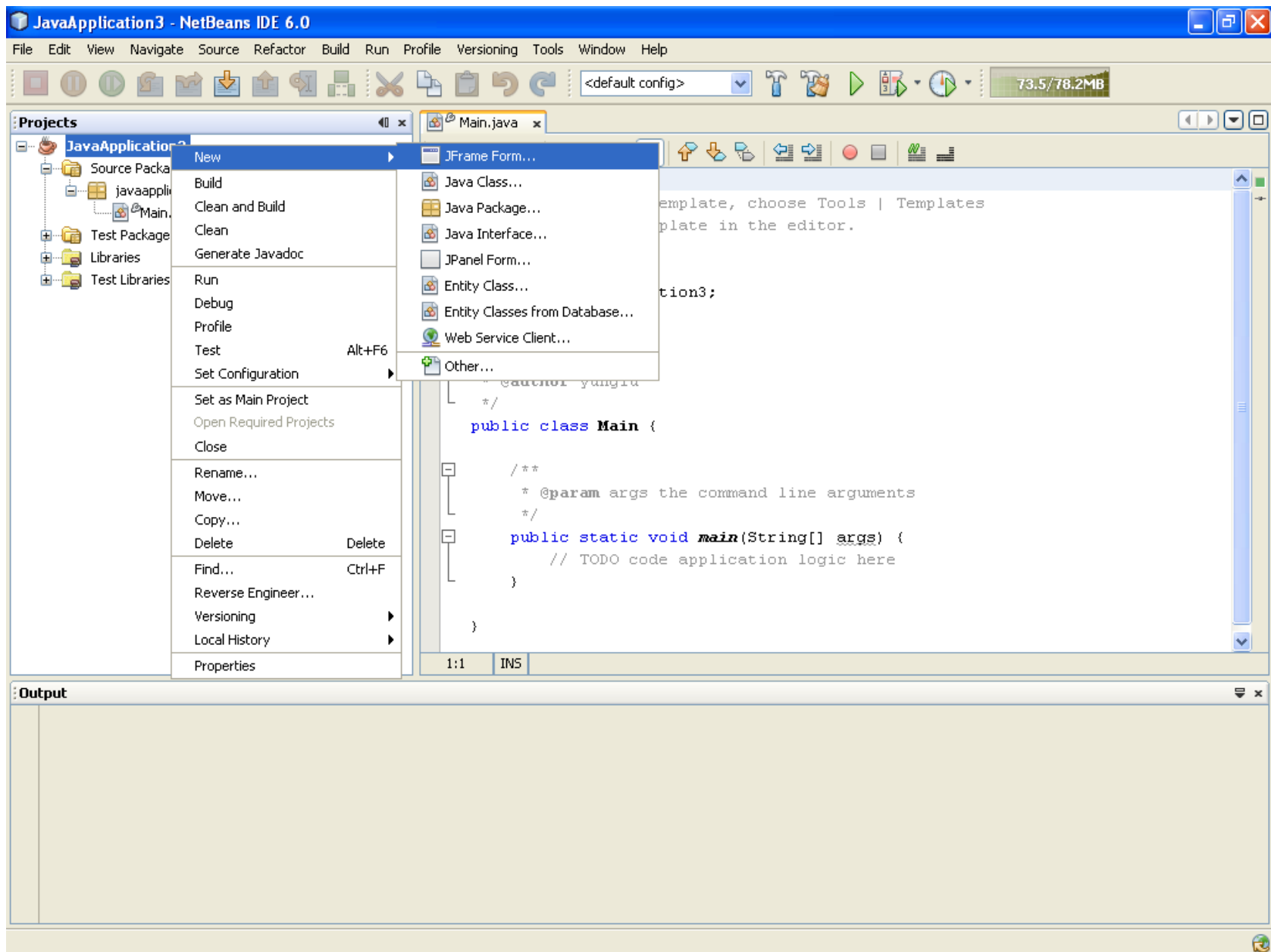
## **Lab Exercise 2**

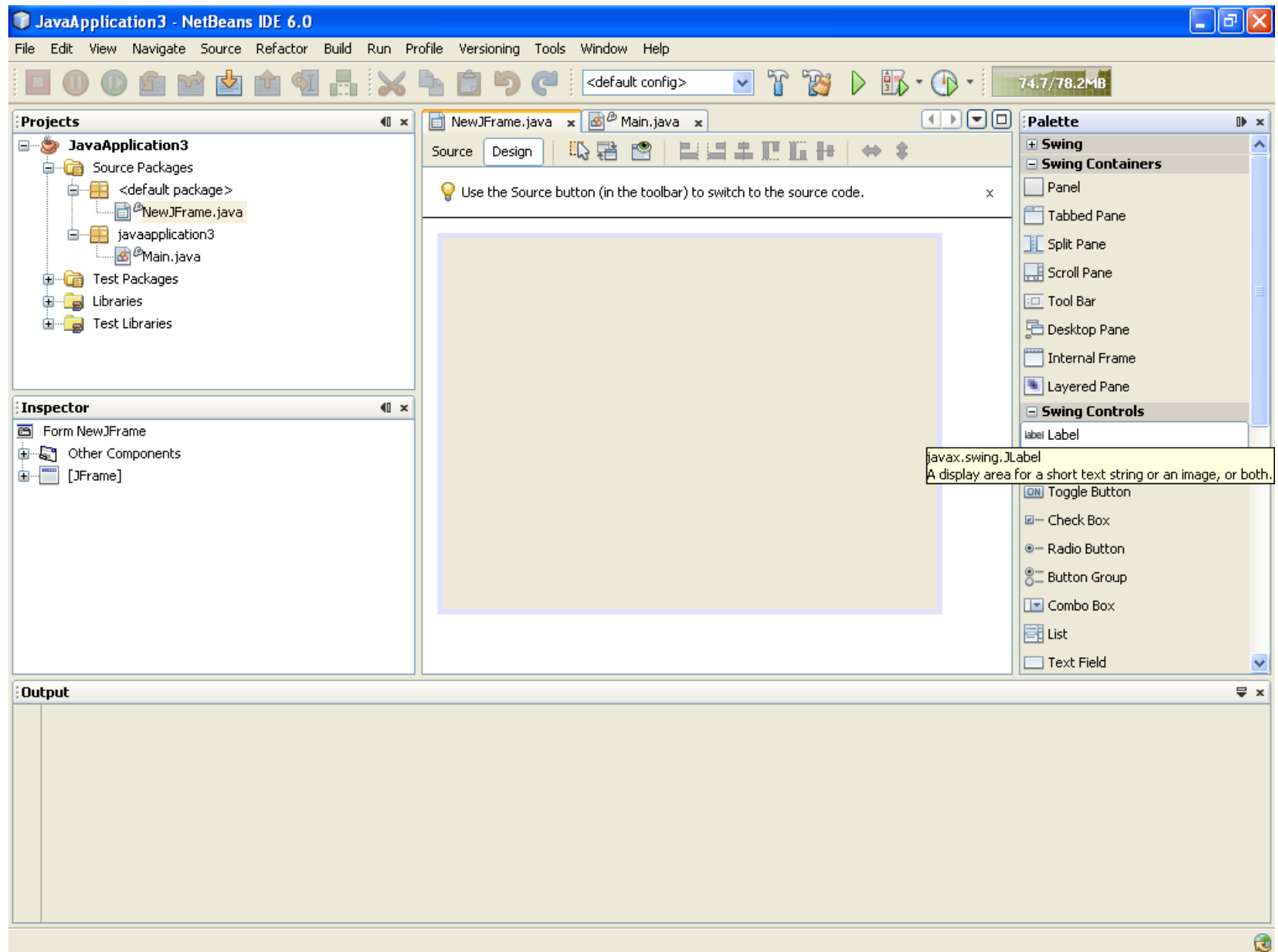
### **Bouncing Ball**

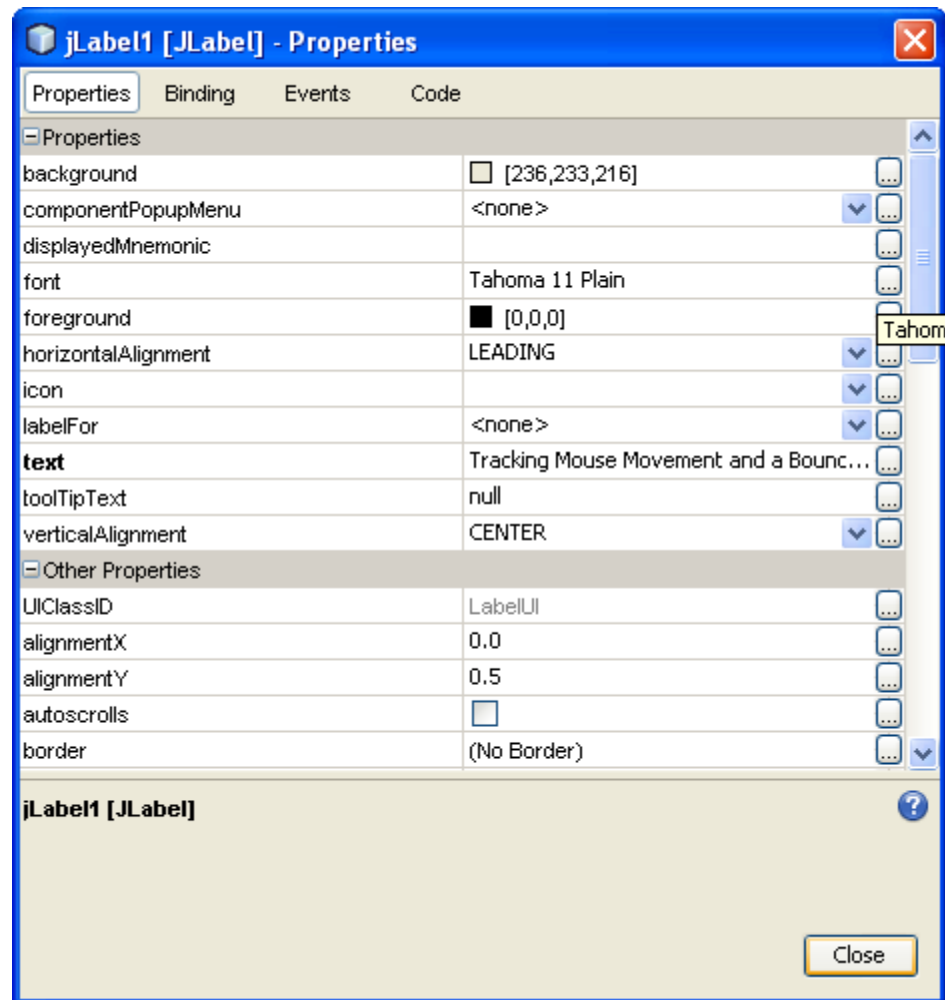
### **Tracking Mouse Movement**

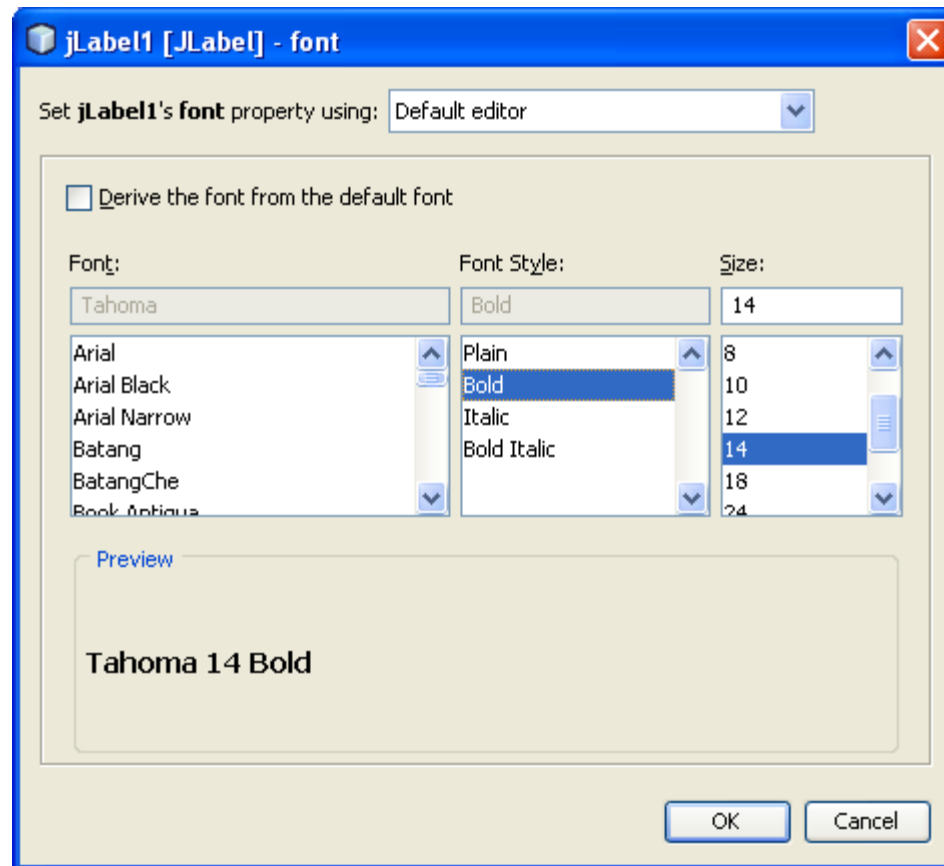
**Yung-Hsiang Lu**  
**yunглу@purdue.edu**

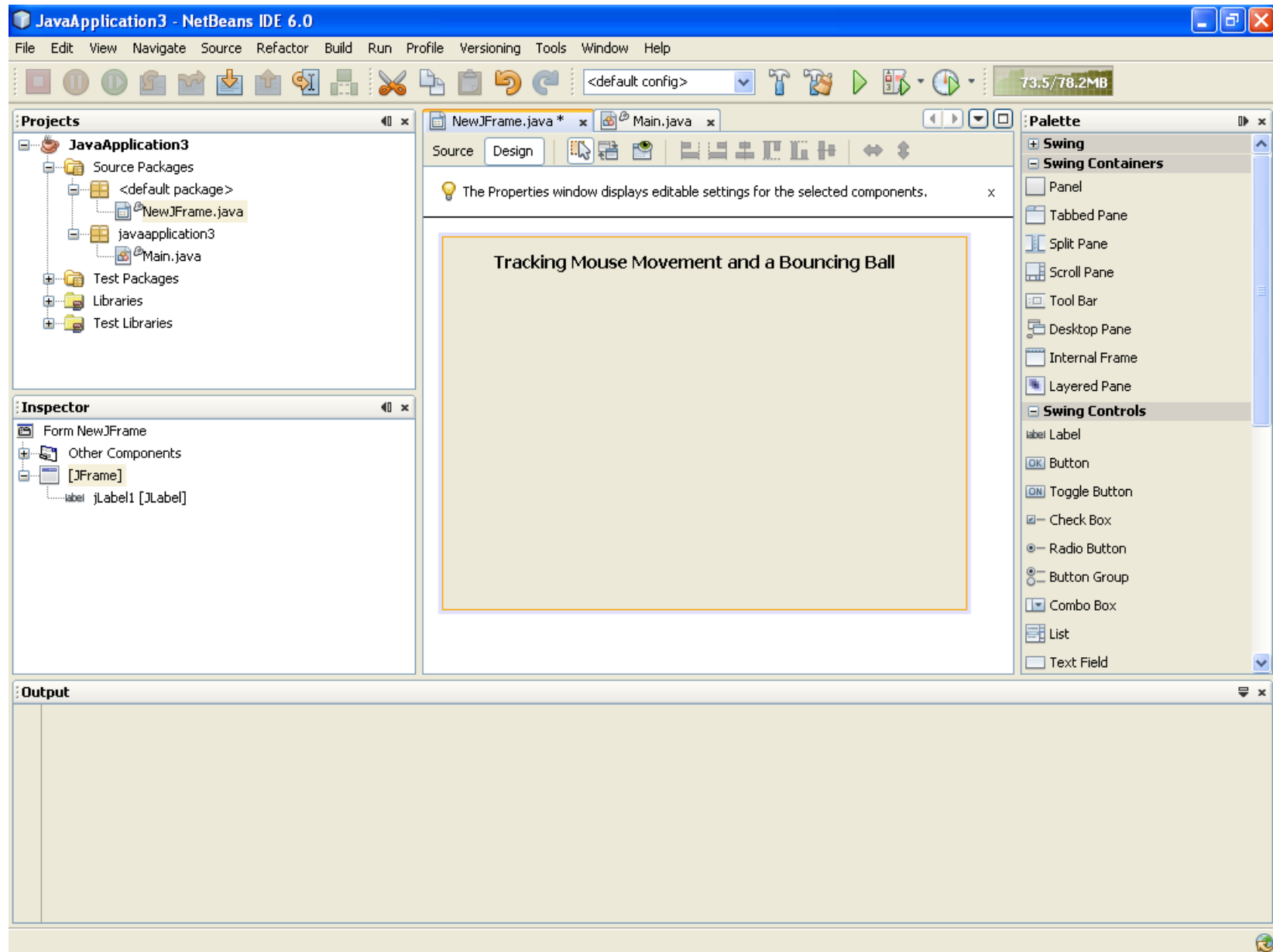
# Create Graphical User Interface

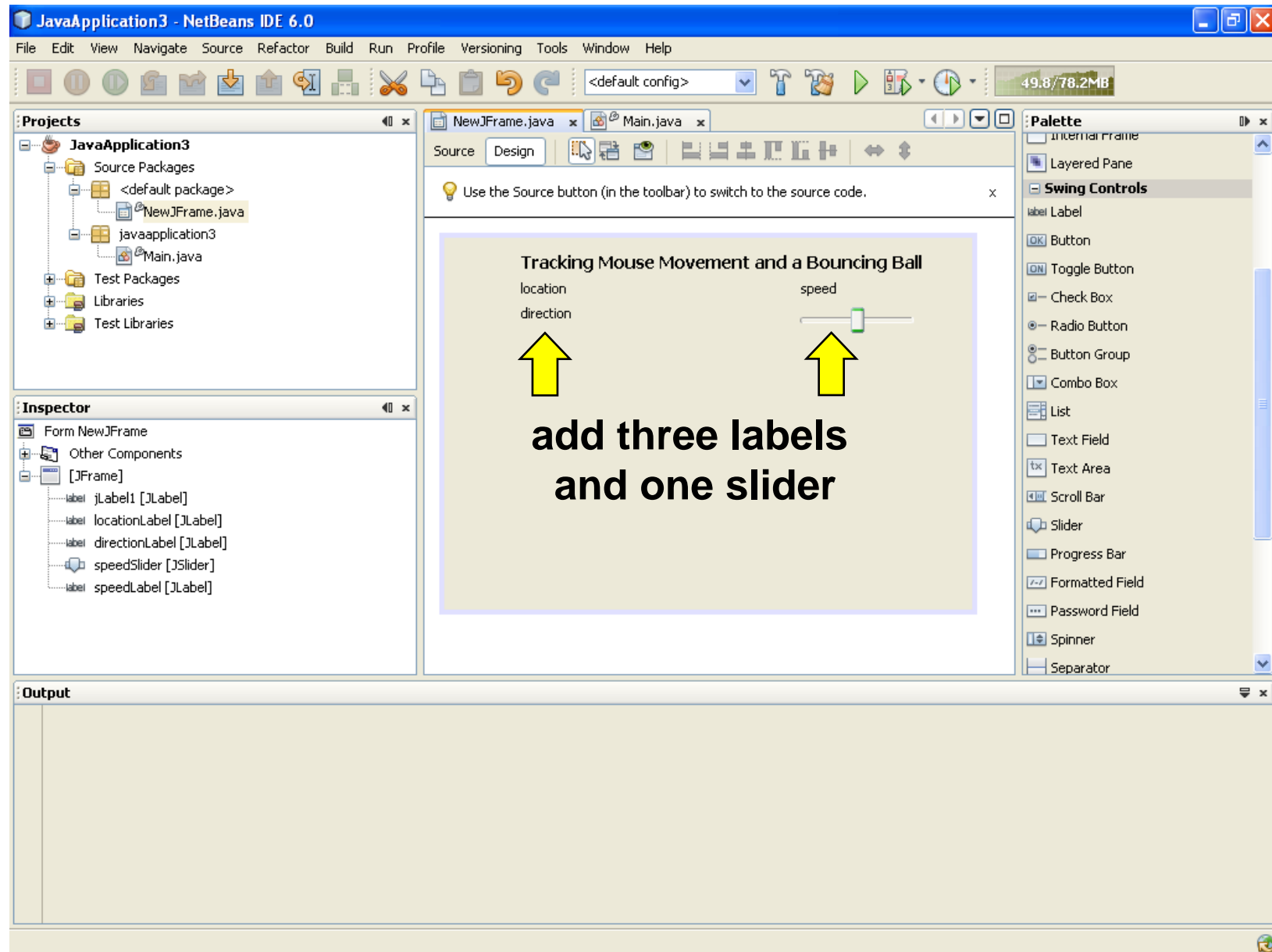




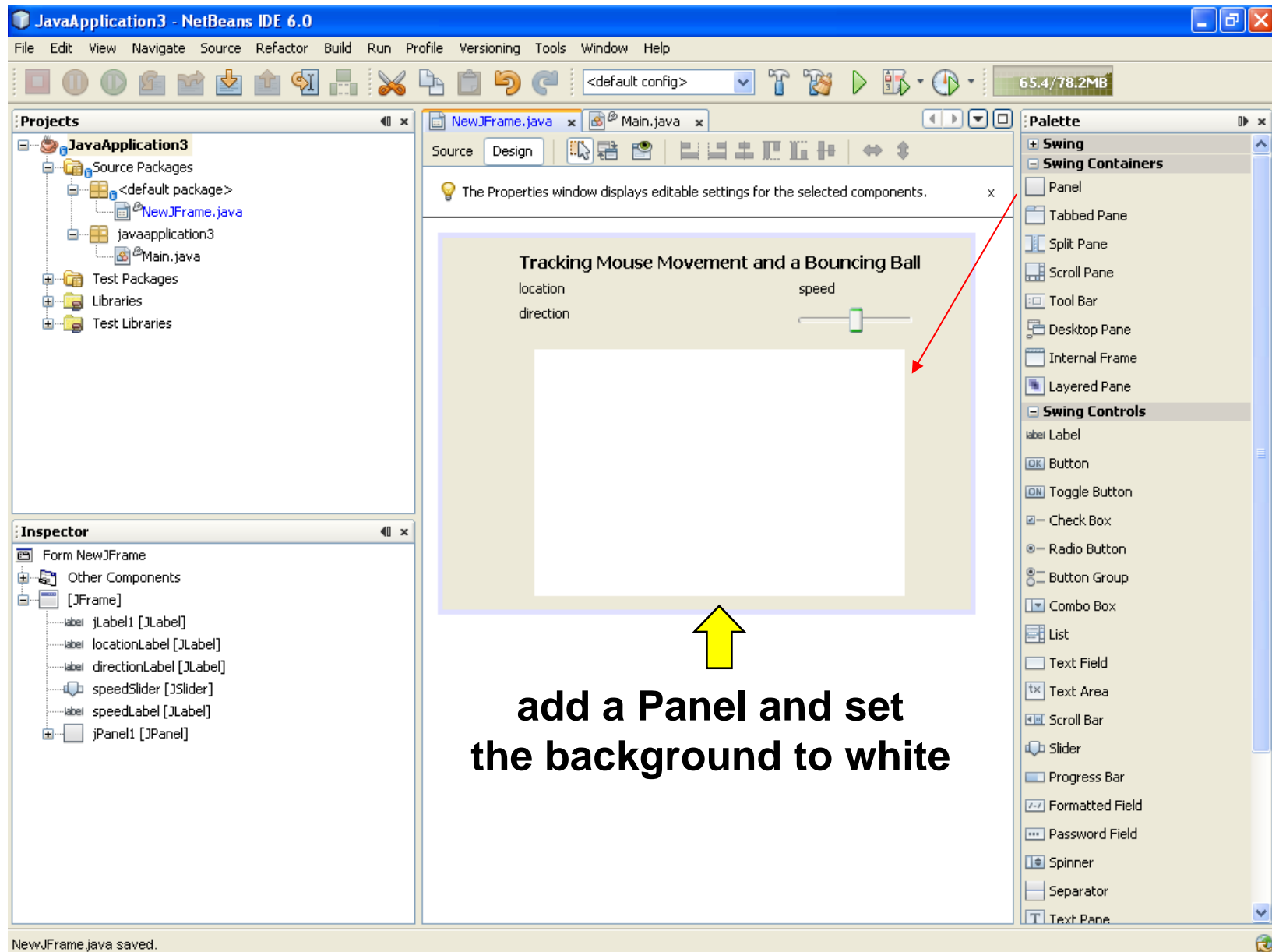


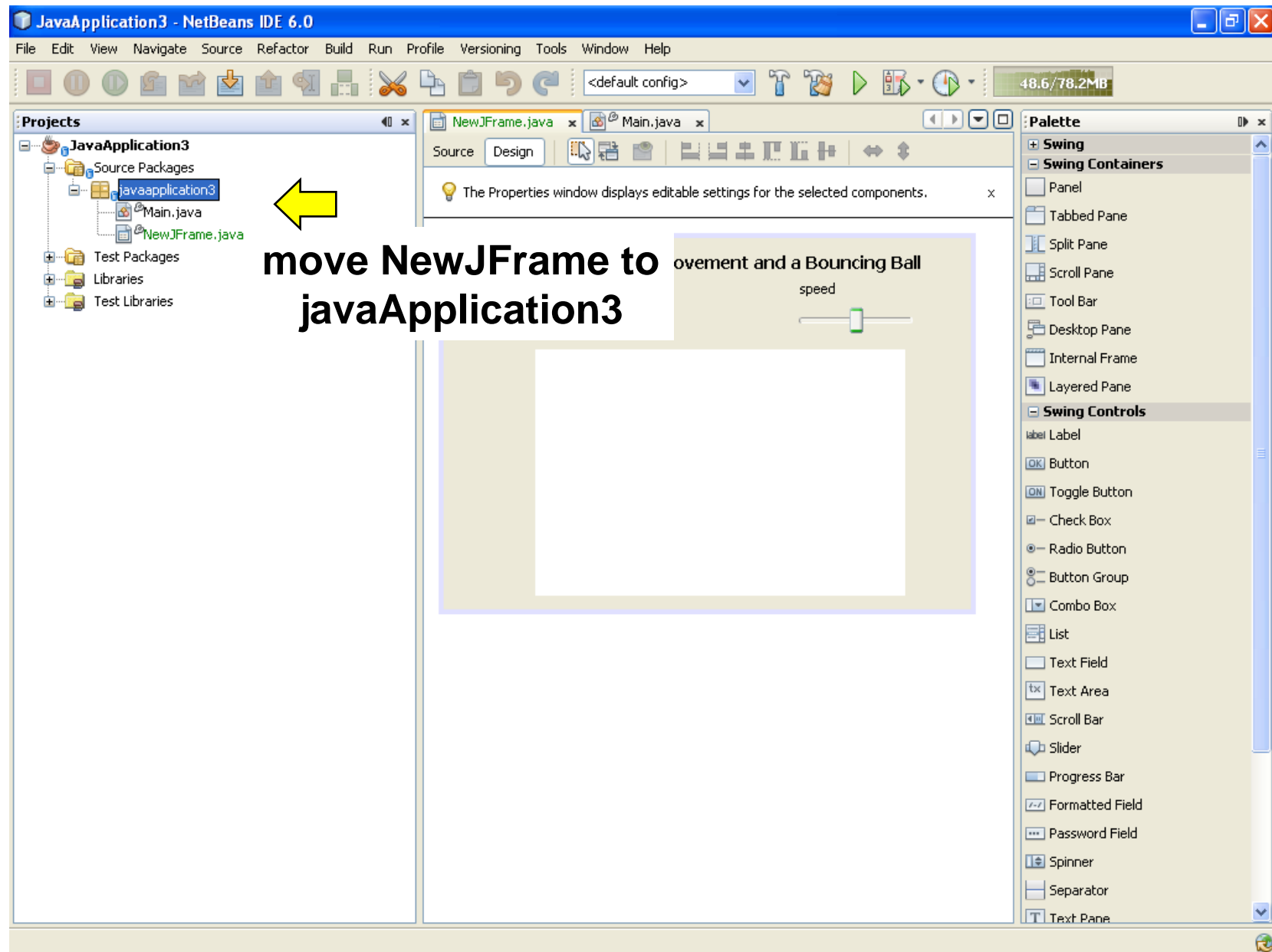




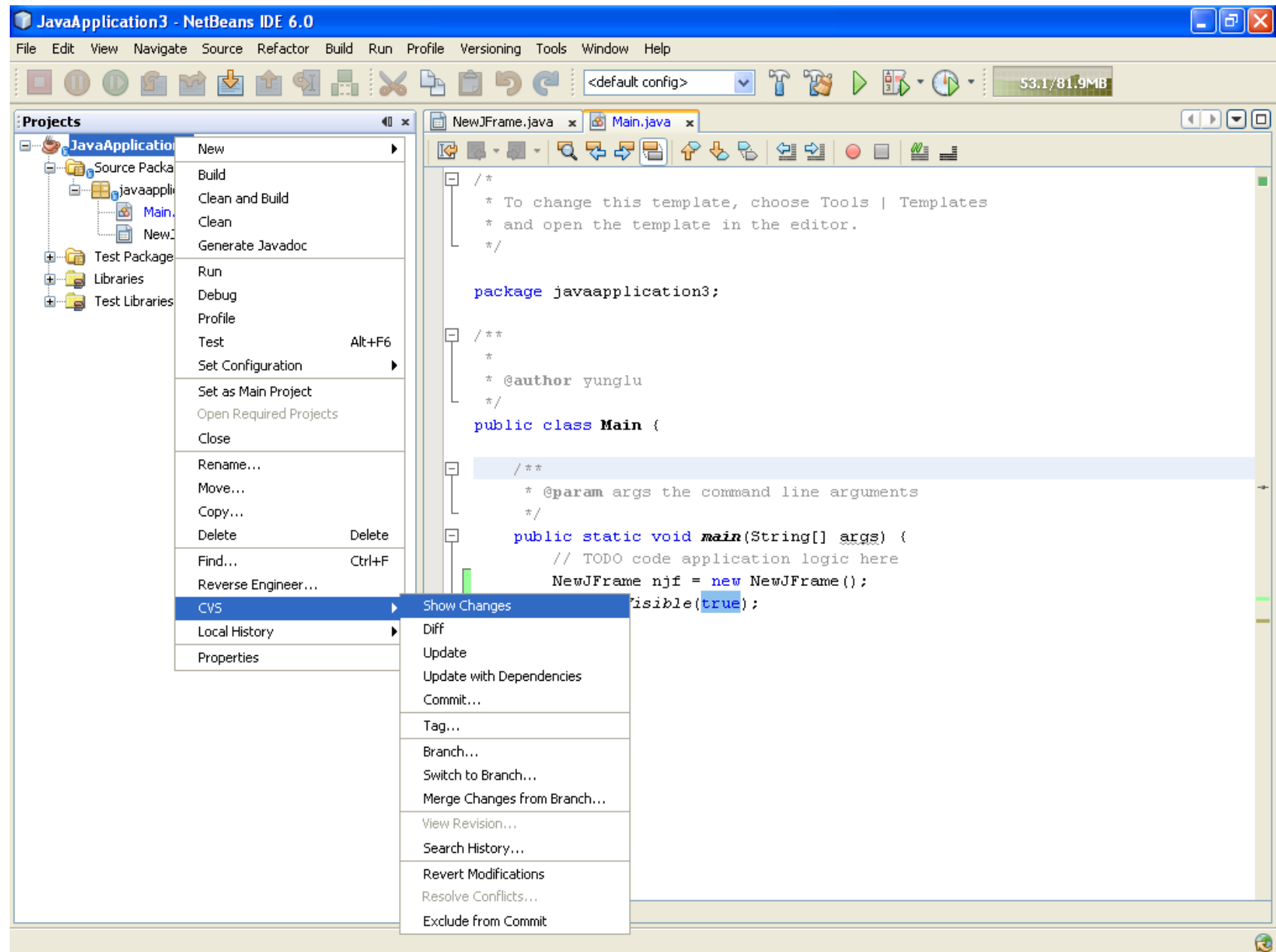


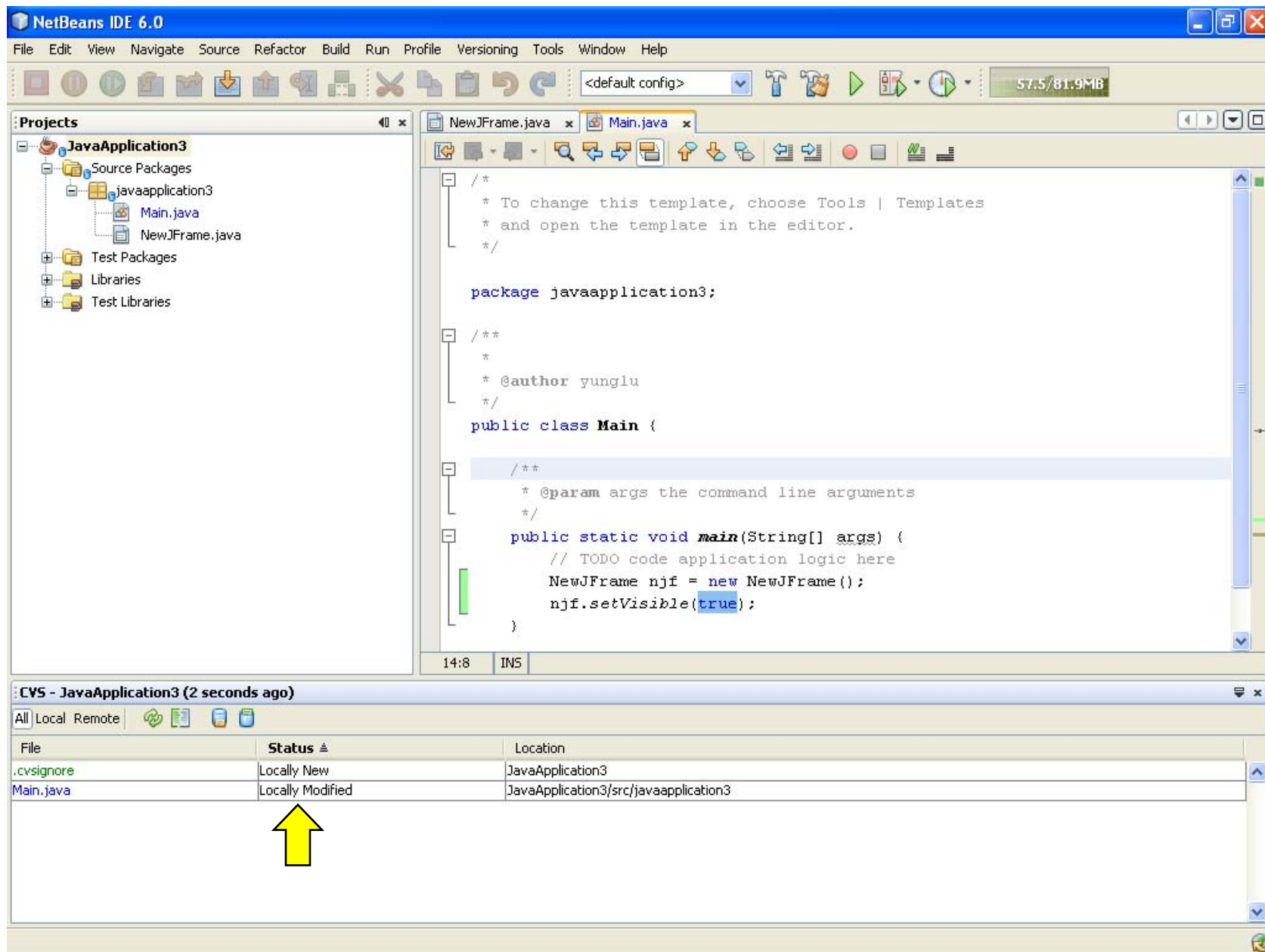


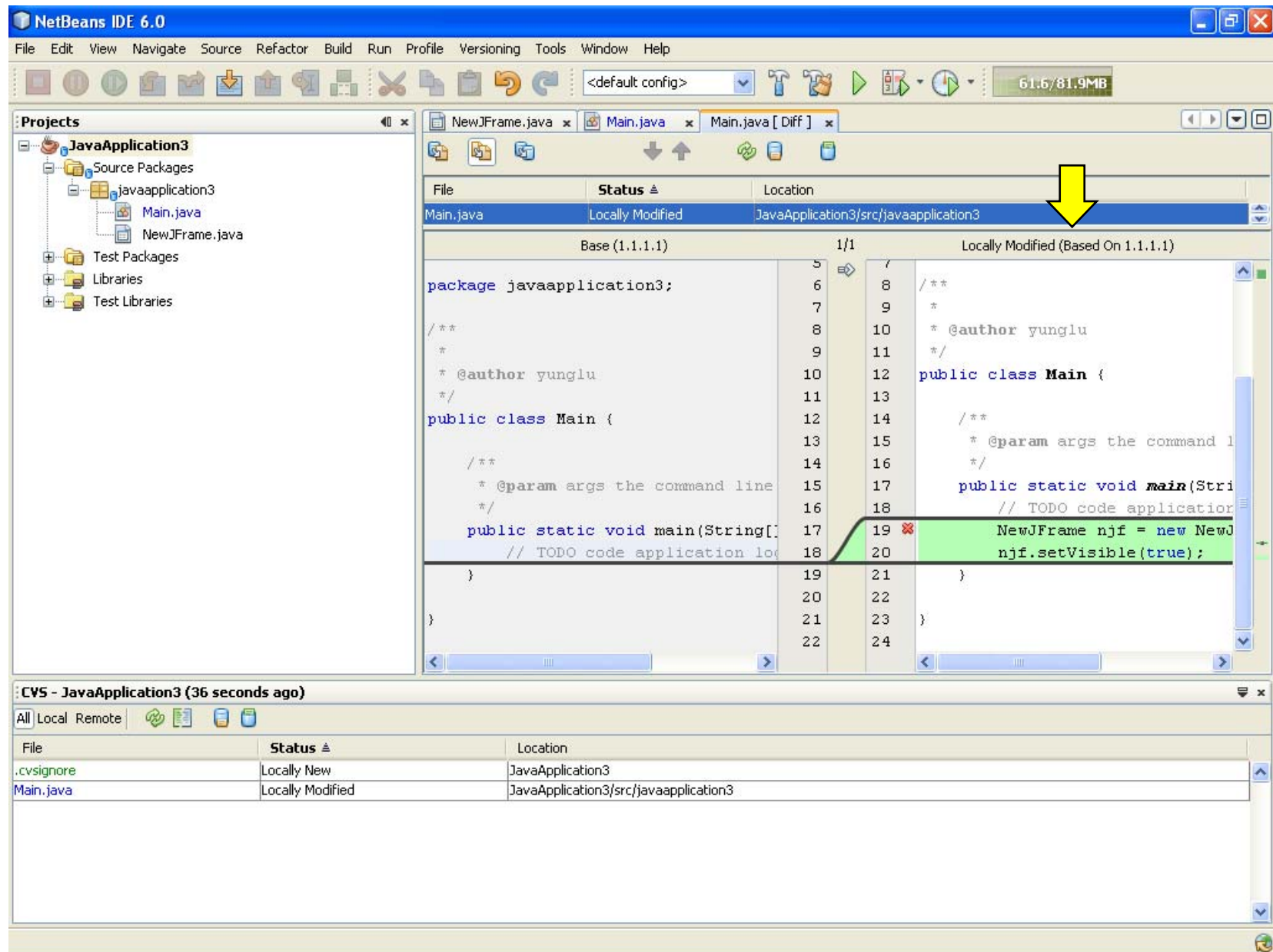




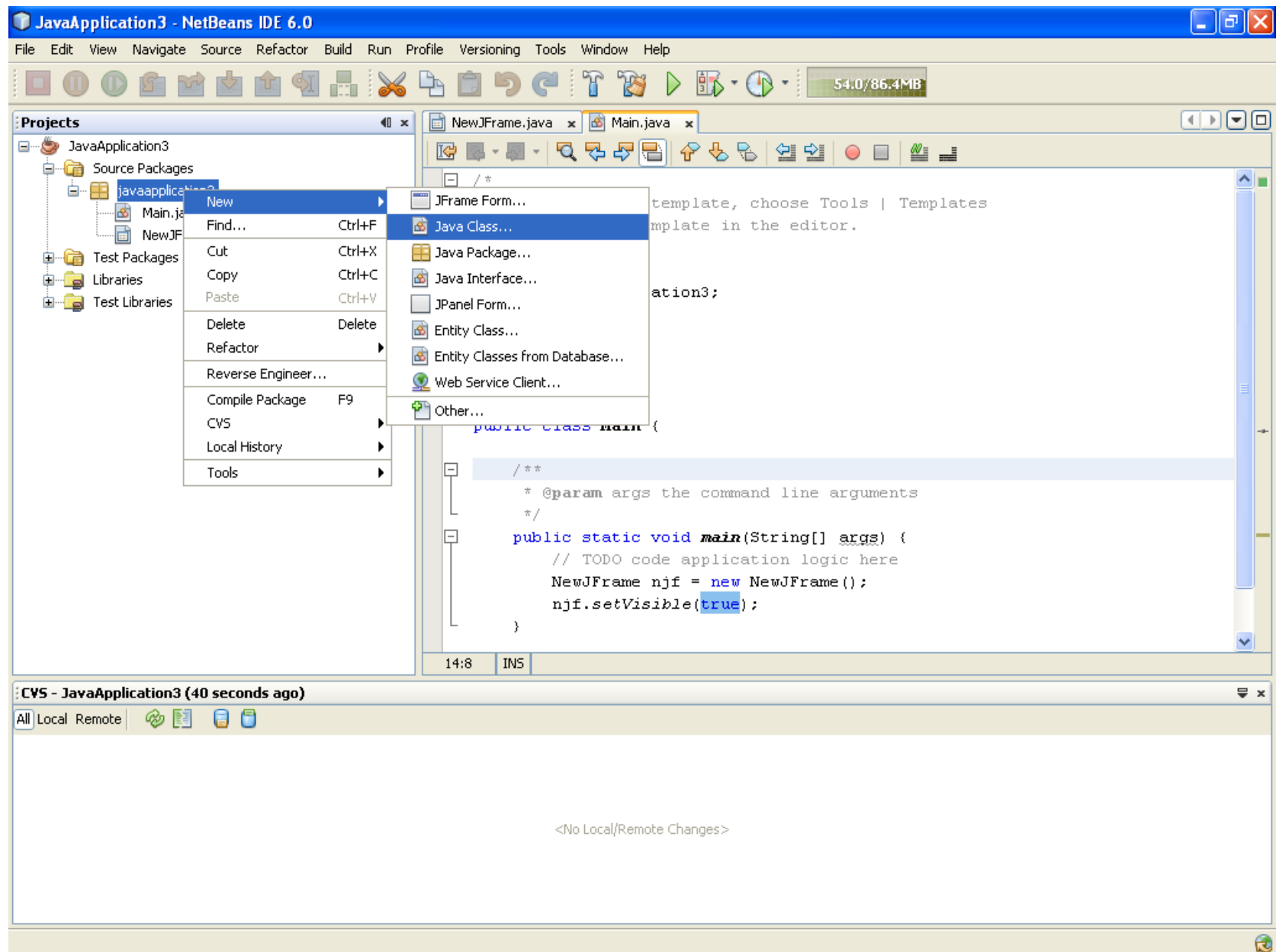
# Show CVS Changes







# Add a Class





**New Java Class**

**Steps**

1. Choose File Type
2. **Name and Location**

**Name and Location**

Class Name:

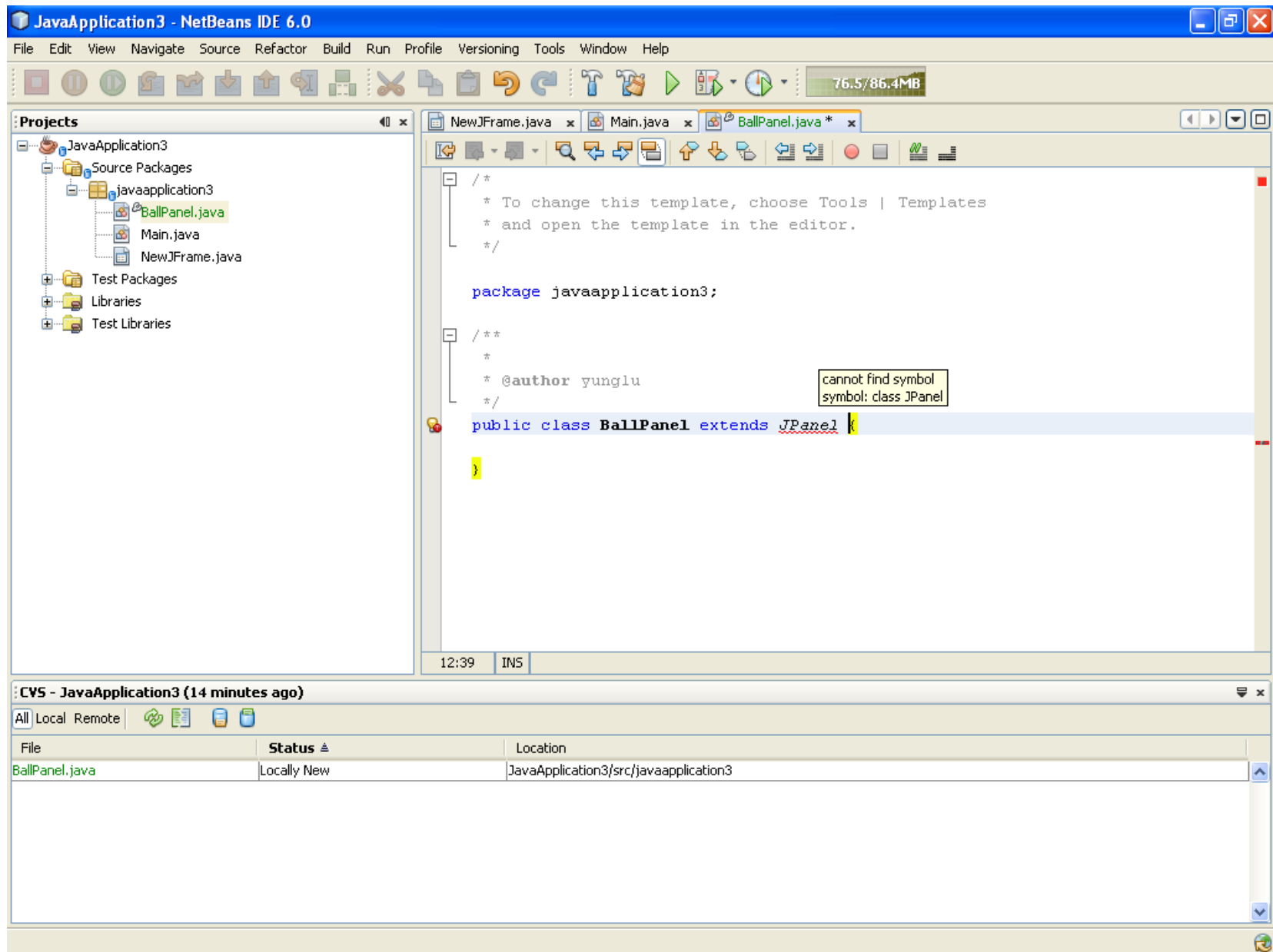
Project:

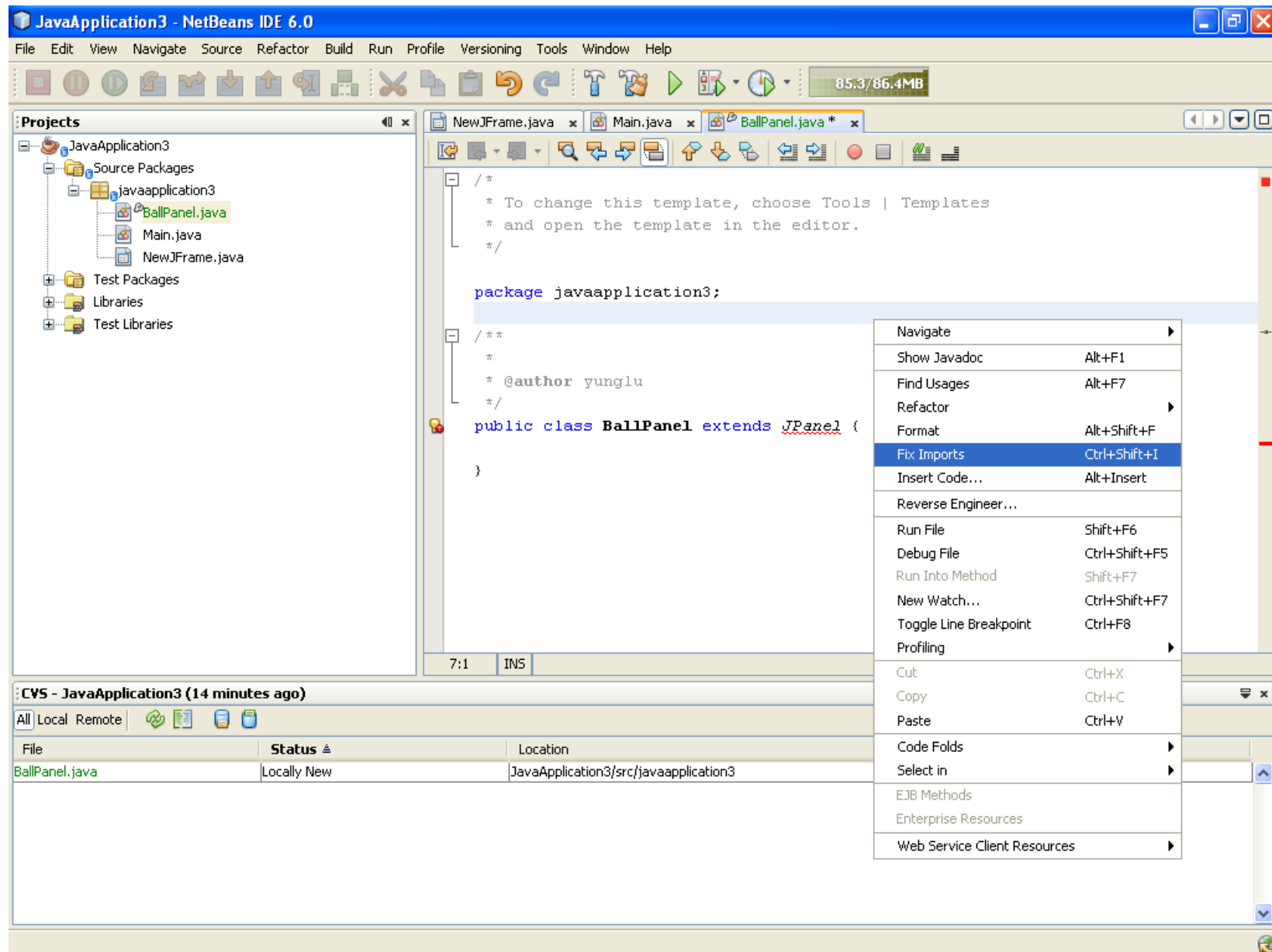
Location:

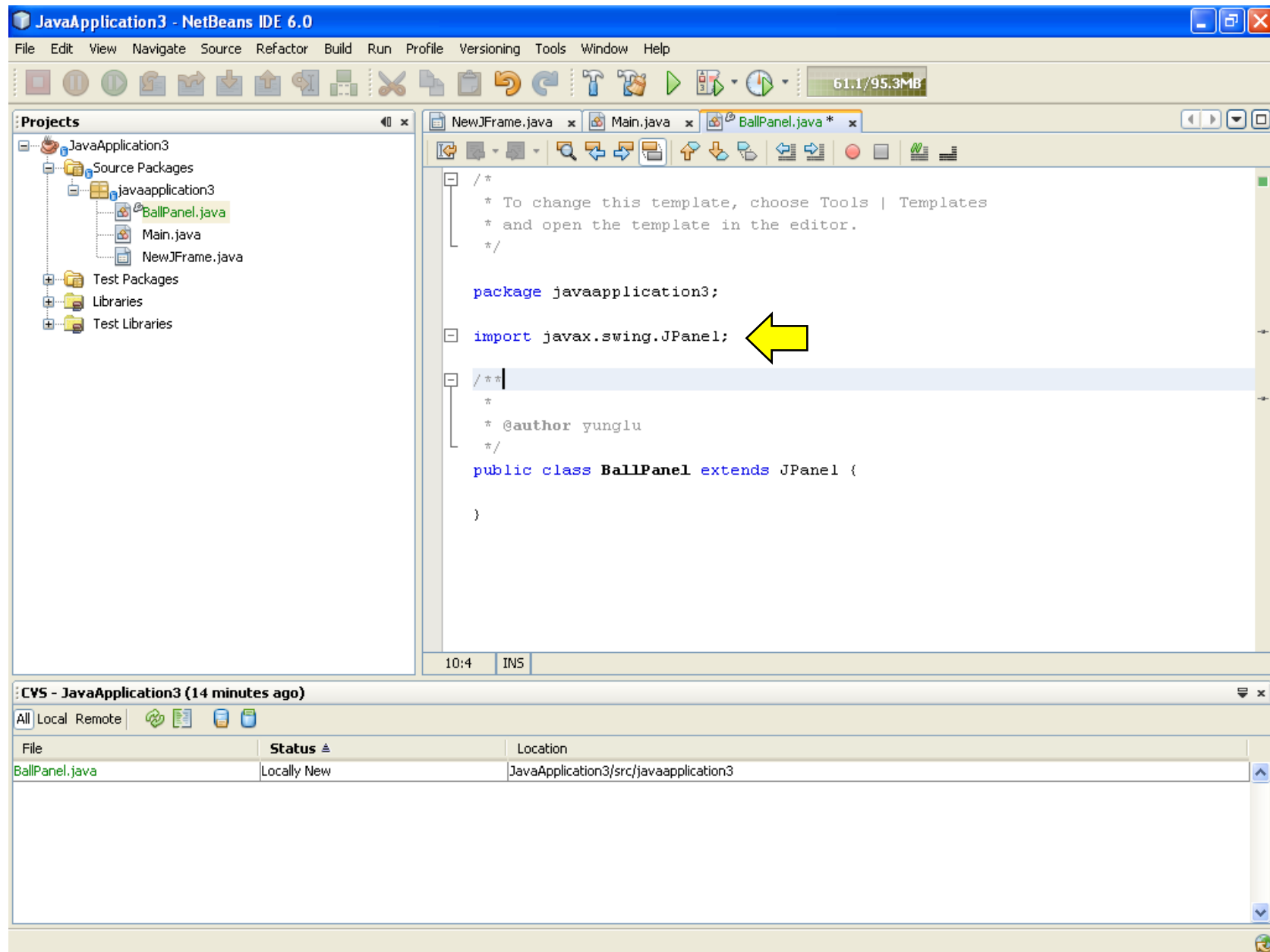
Package:

Created File:

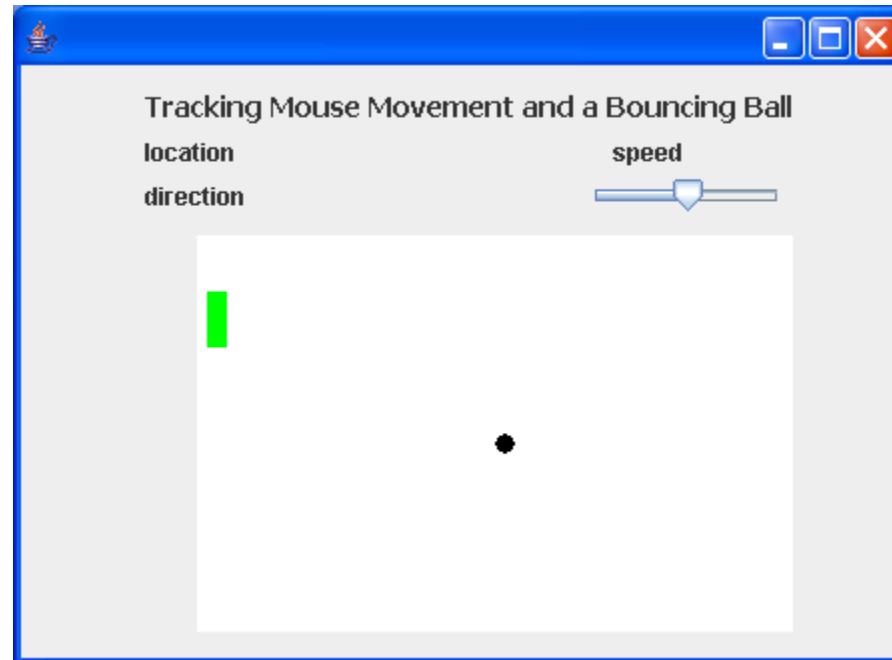
< Back   Next >   Finish   Cancel   Help

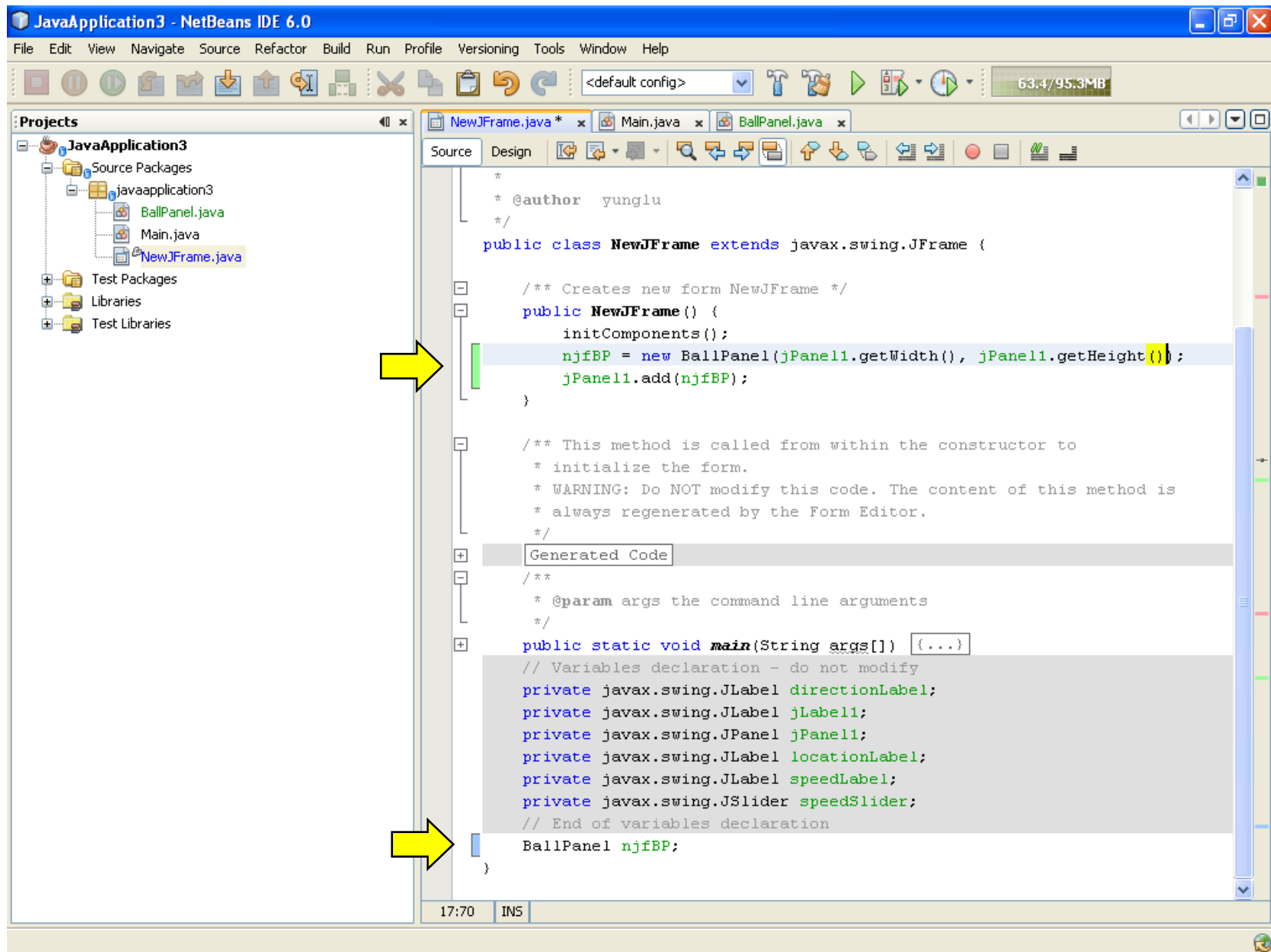




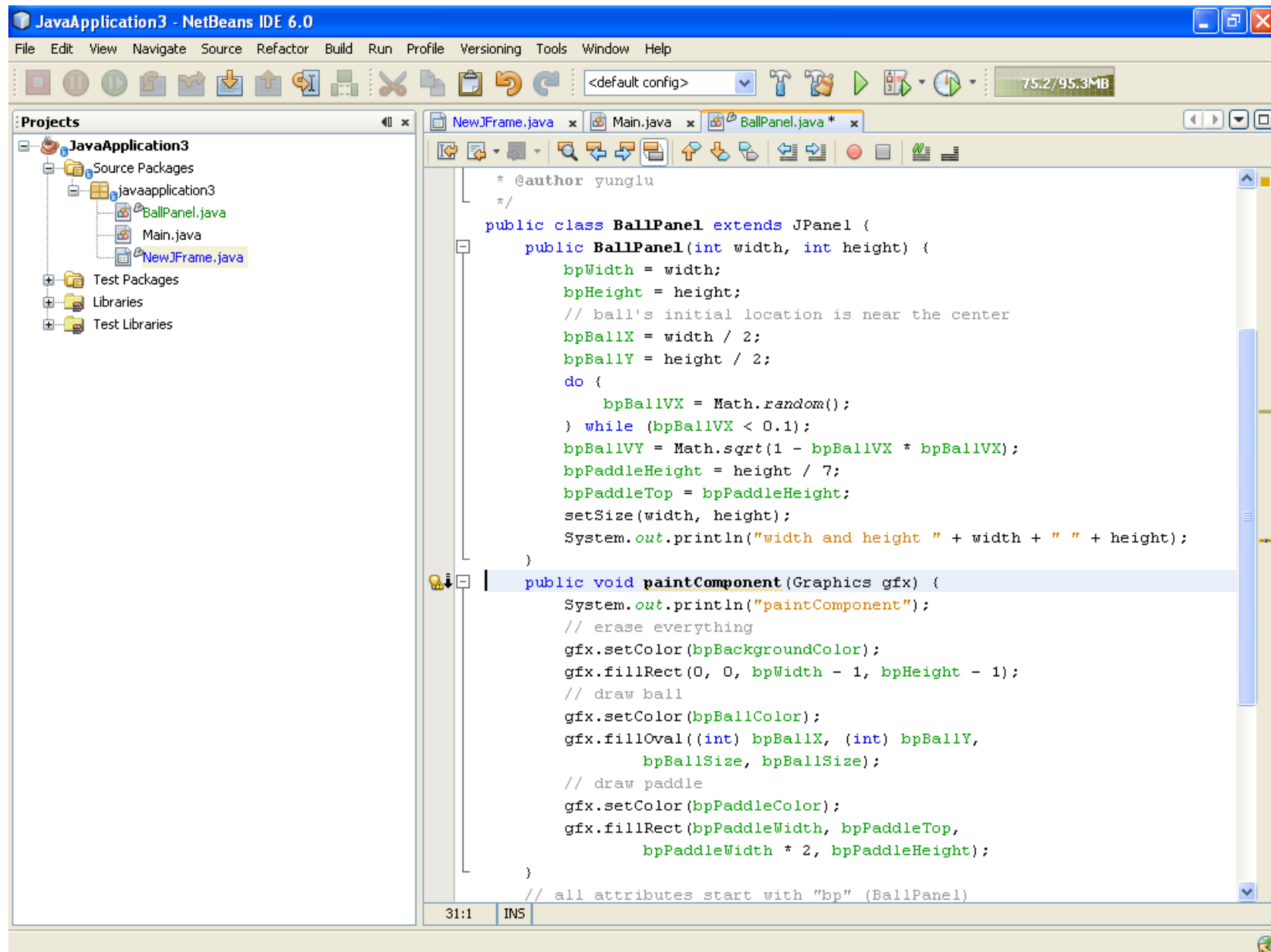


# Goal: a Paddle and a Ball

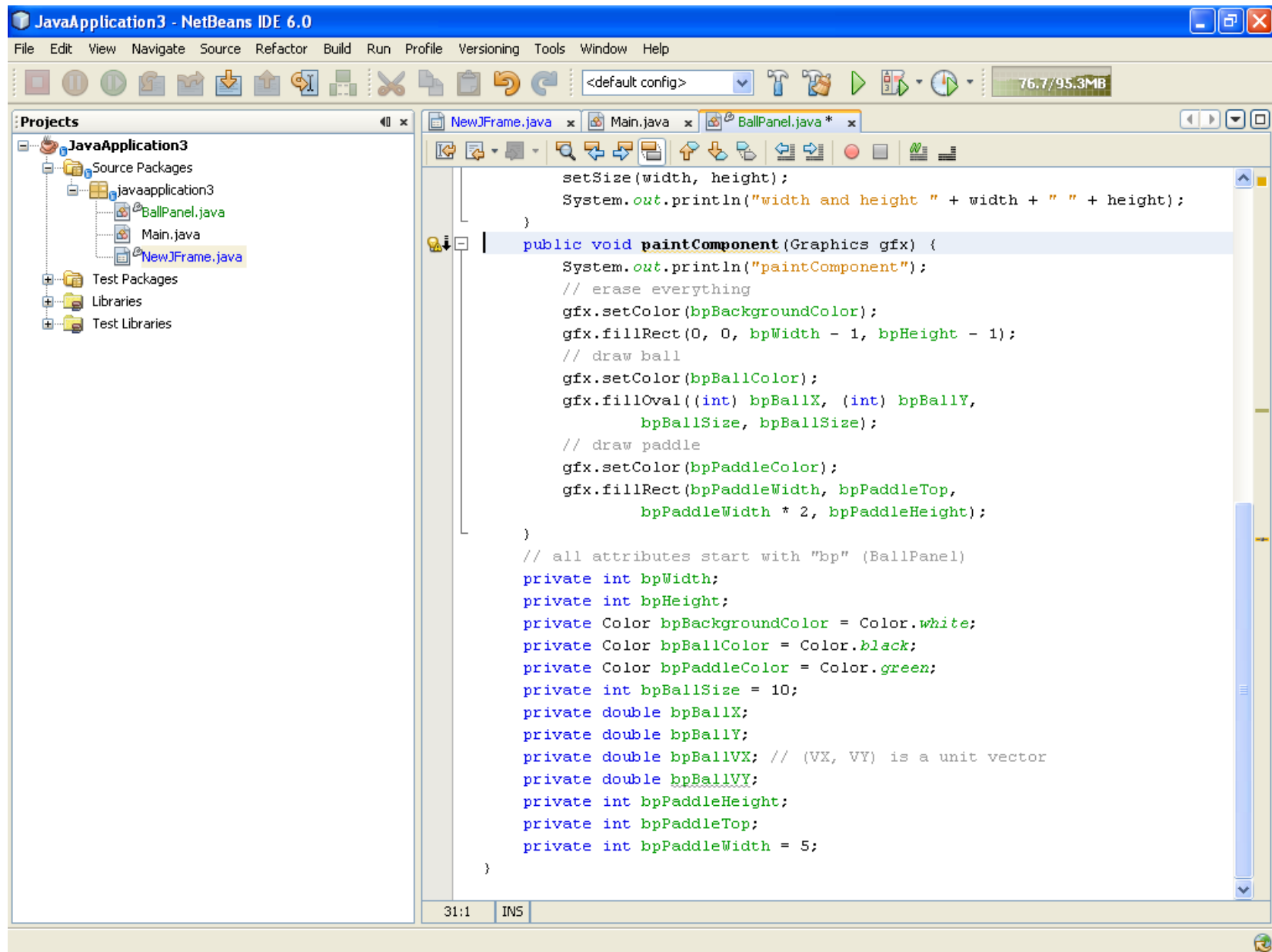




# Override paintComponent



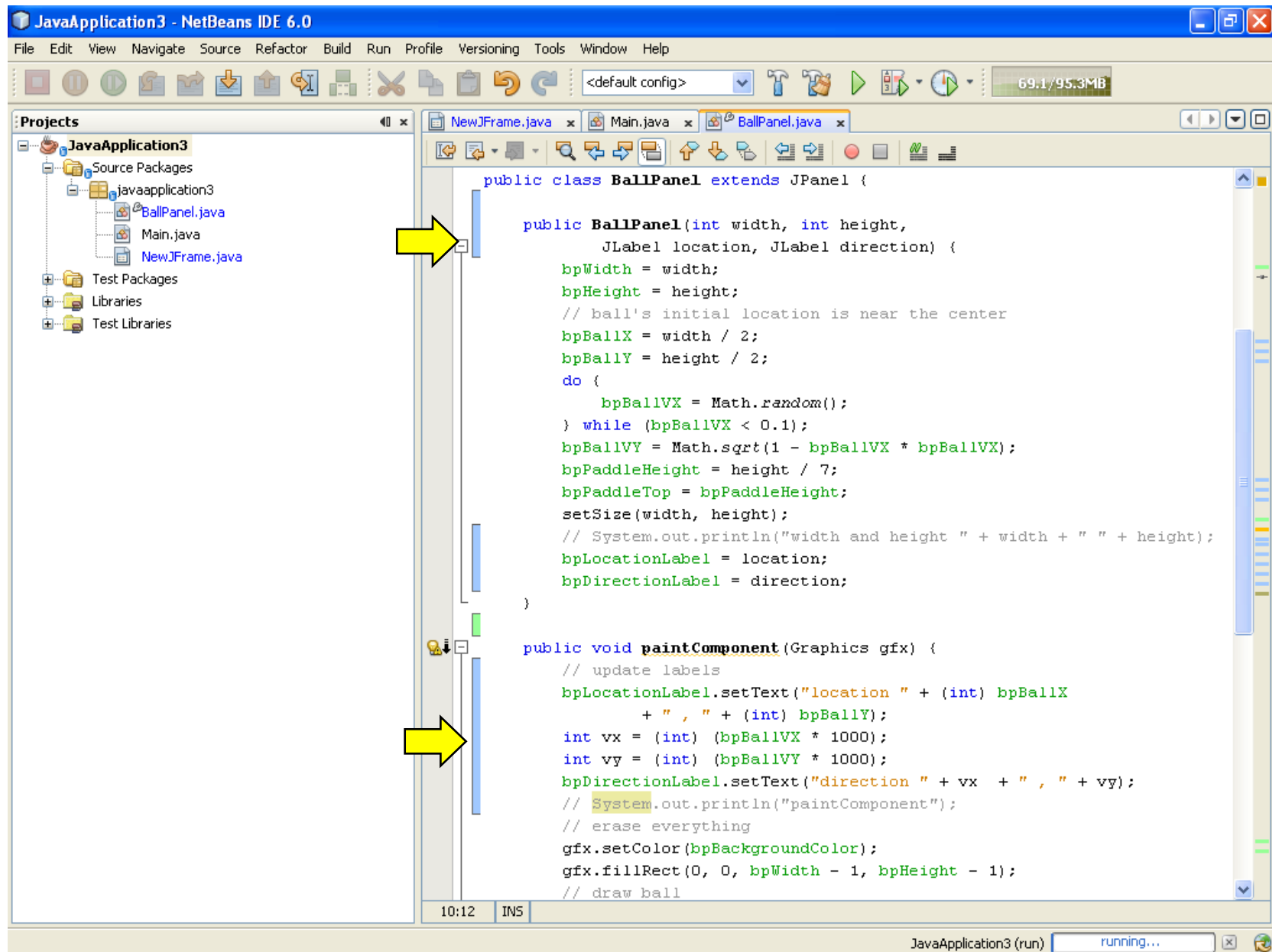


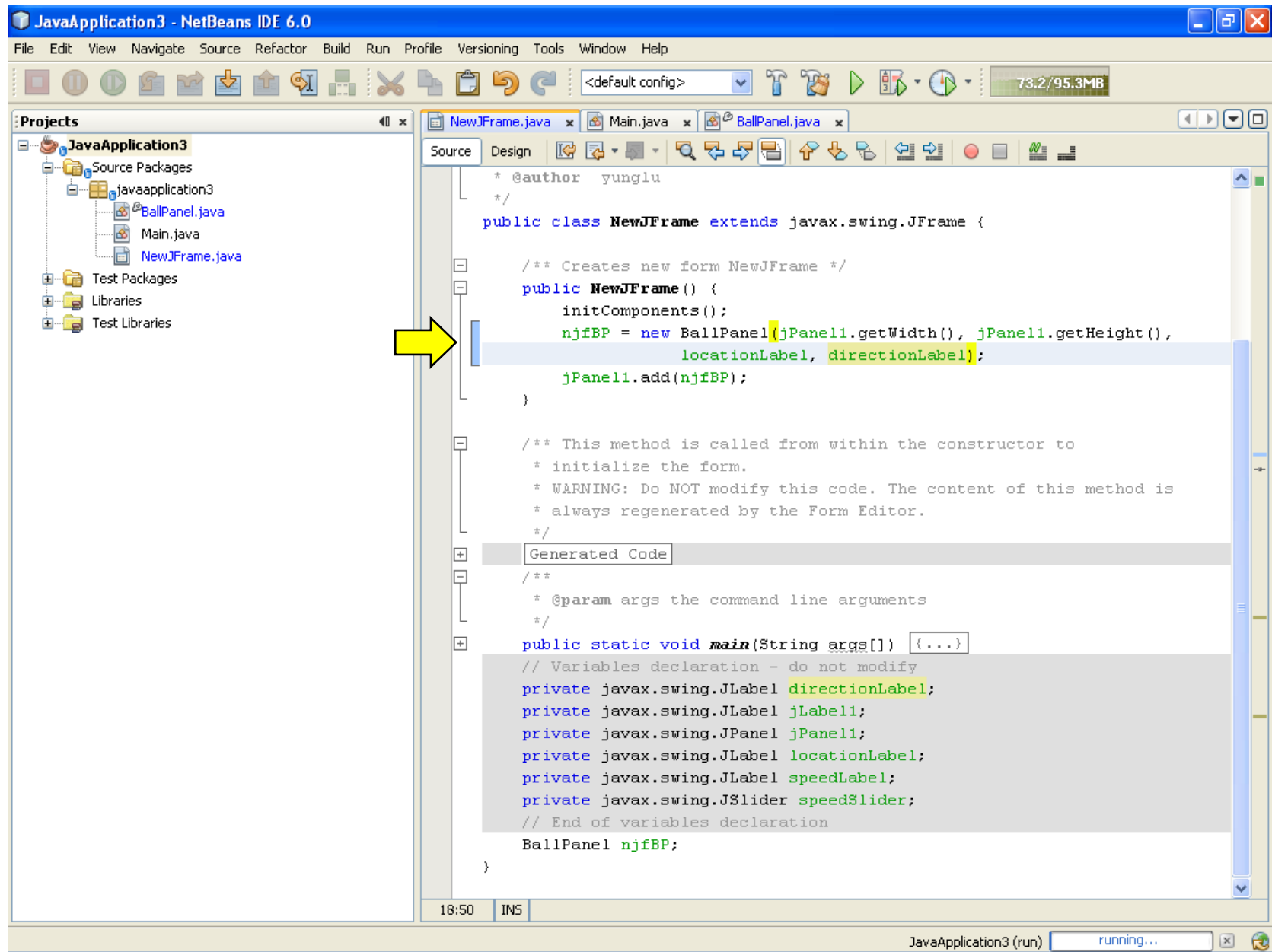


# **Make Sure You Commit the Changes to CVS**

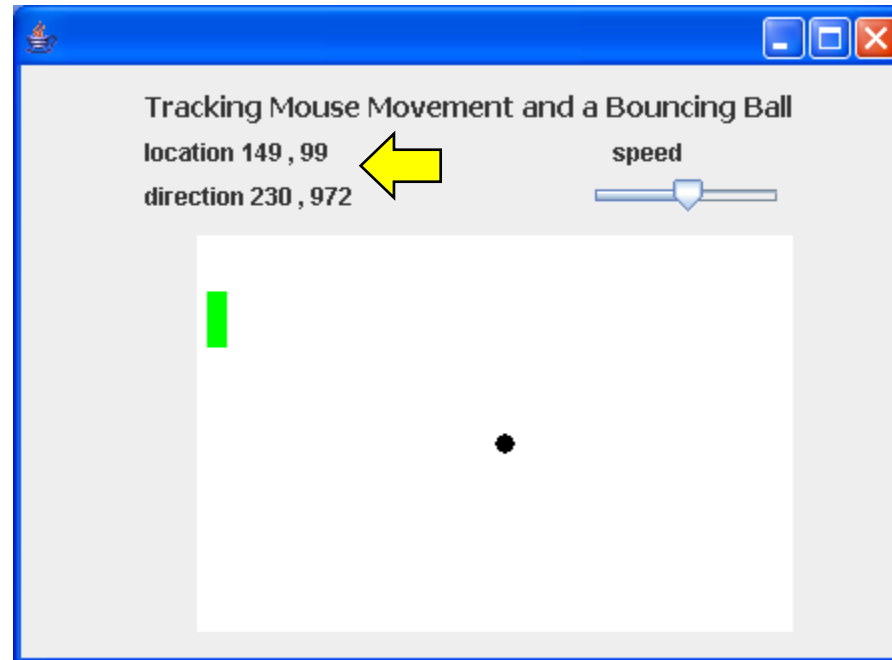
We have made significant changes.  
They are sufficient to make a new version.

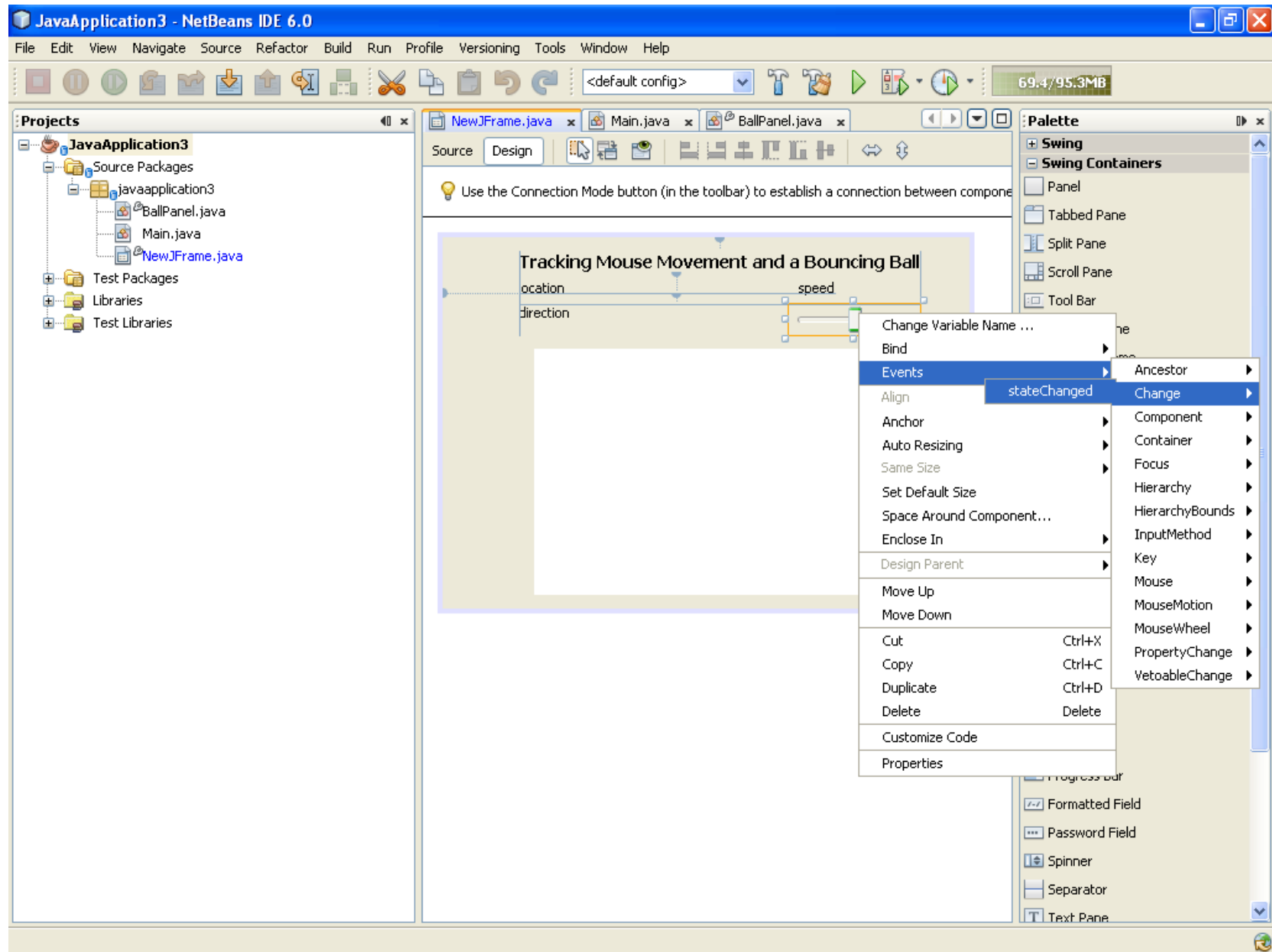
# Constructor of BallPanel

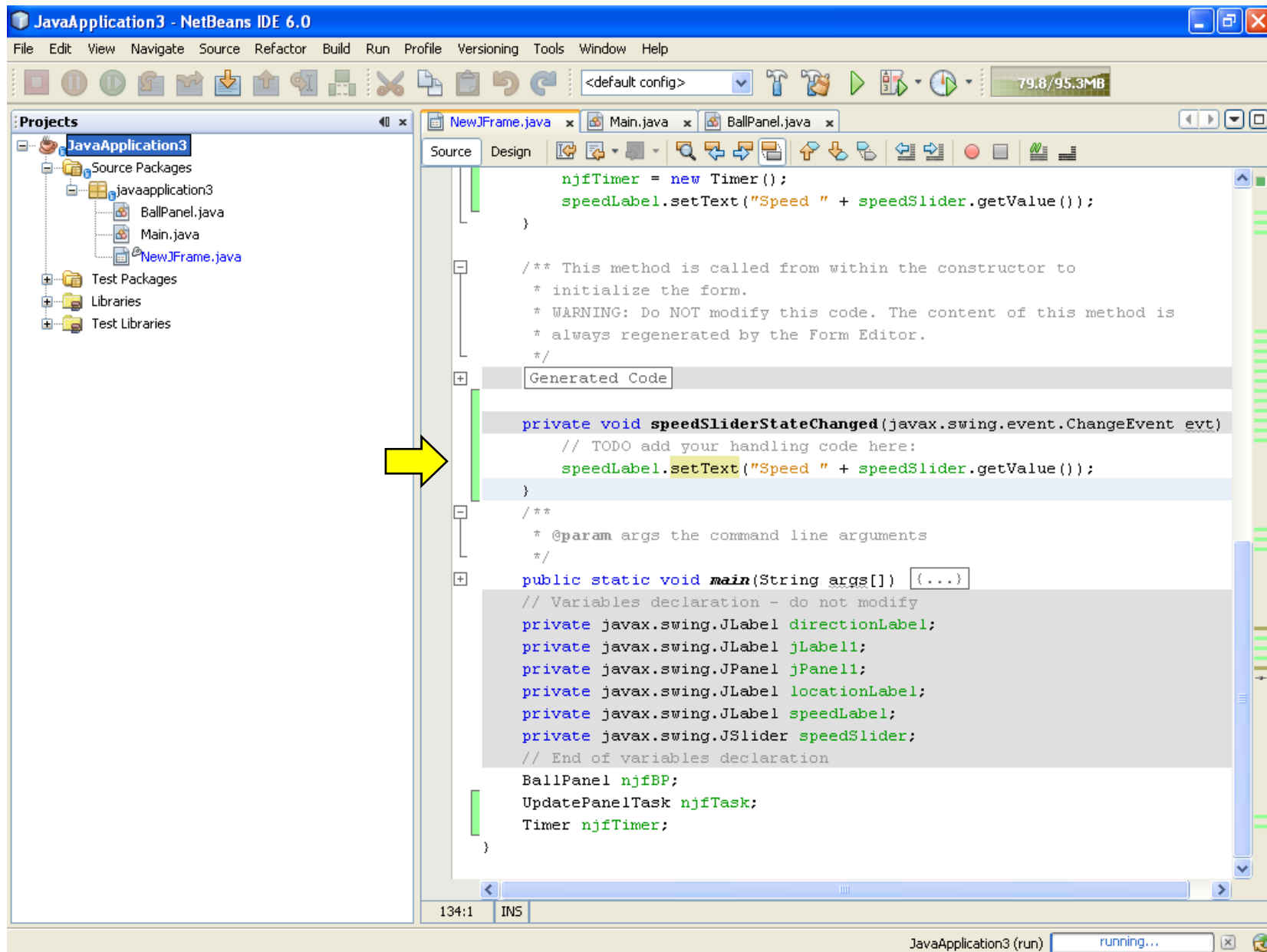




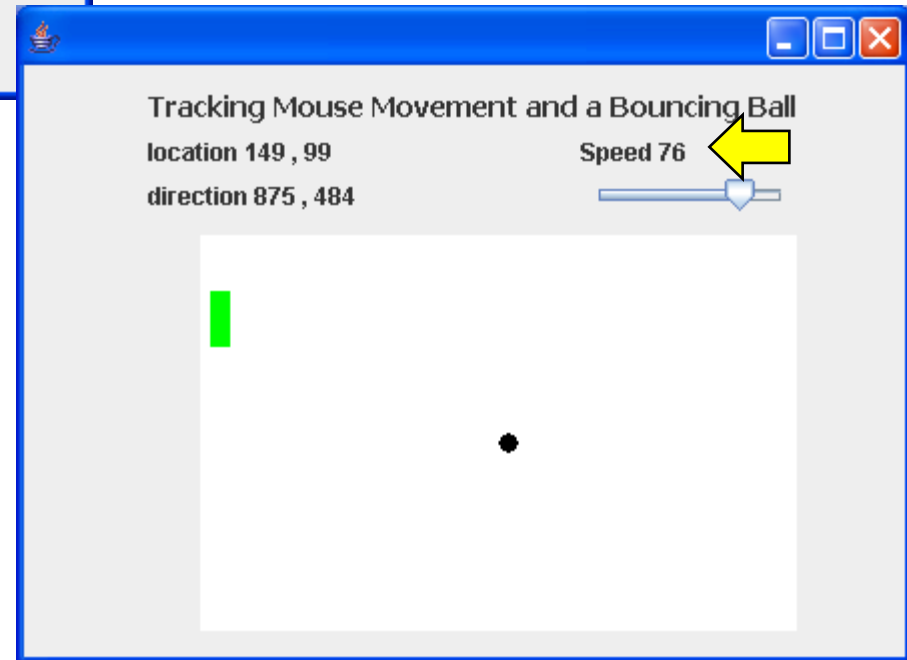
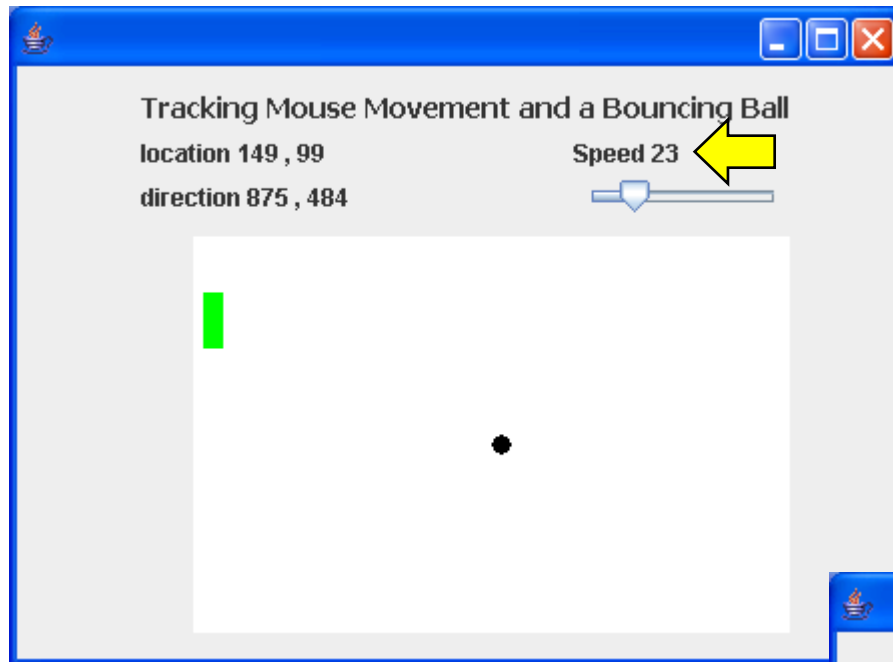
# Update Status

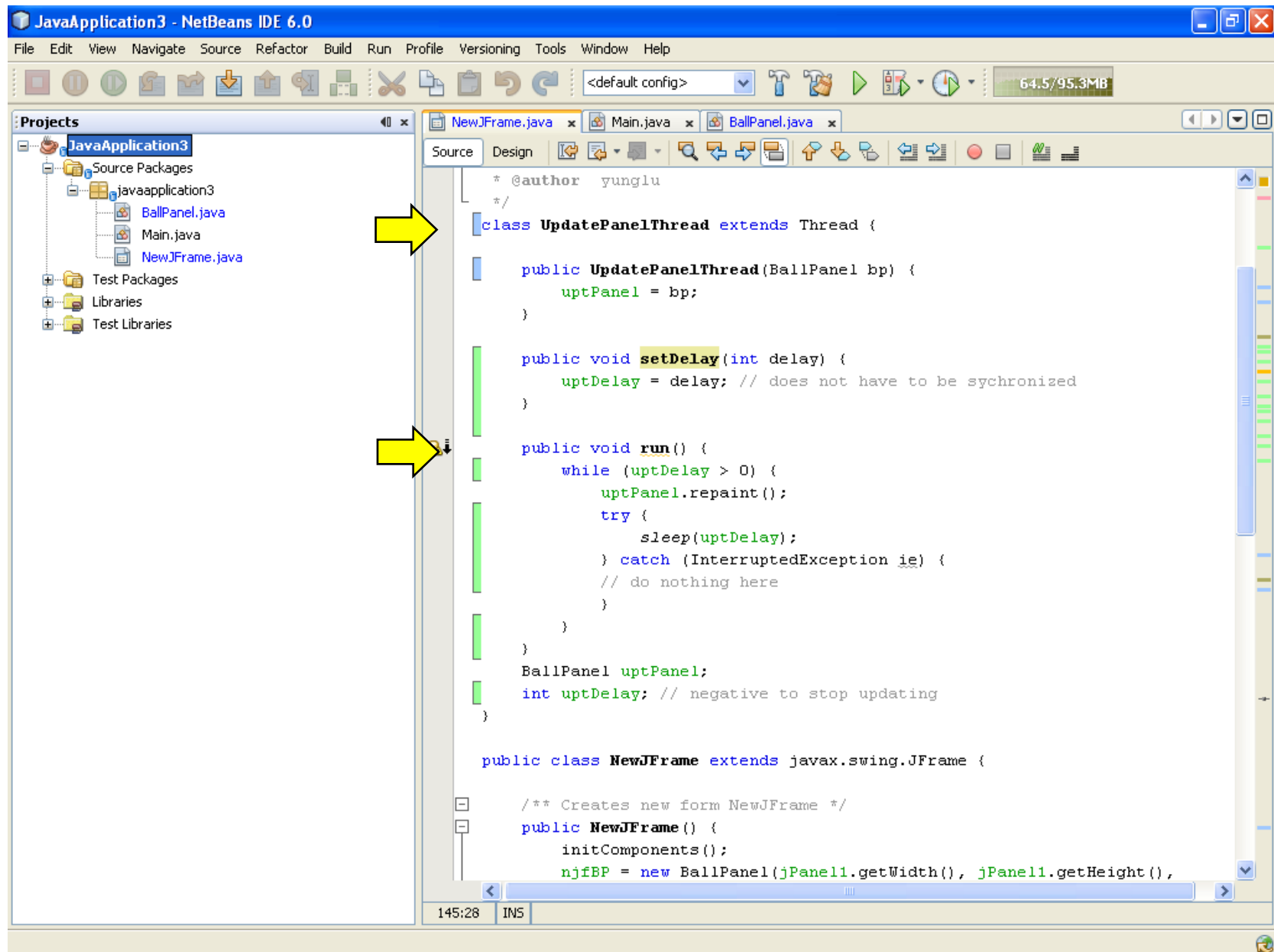


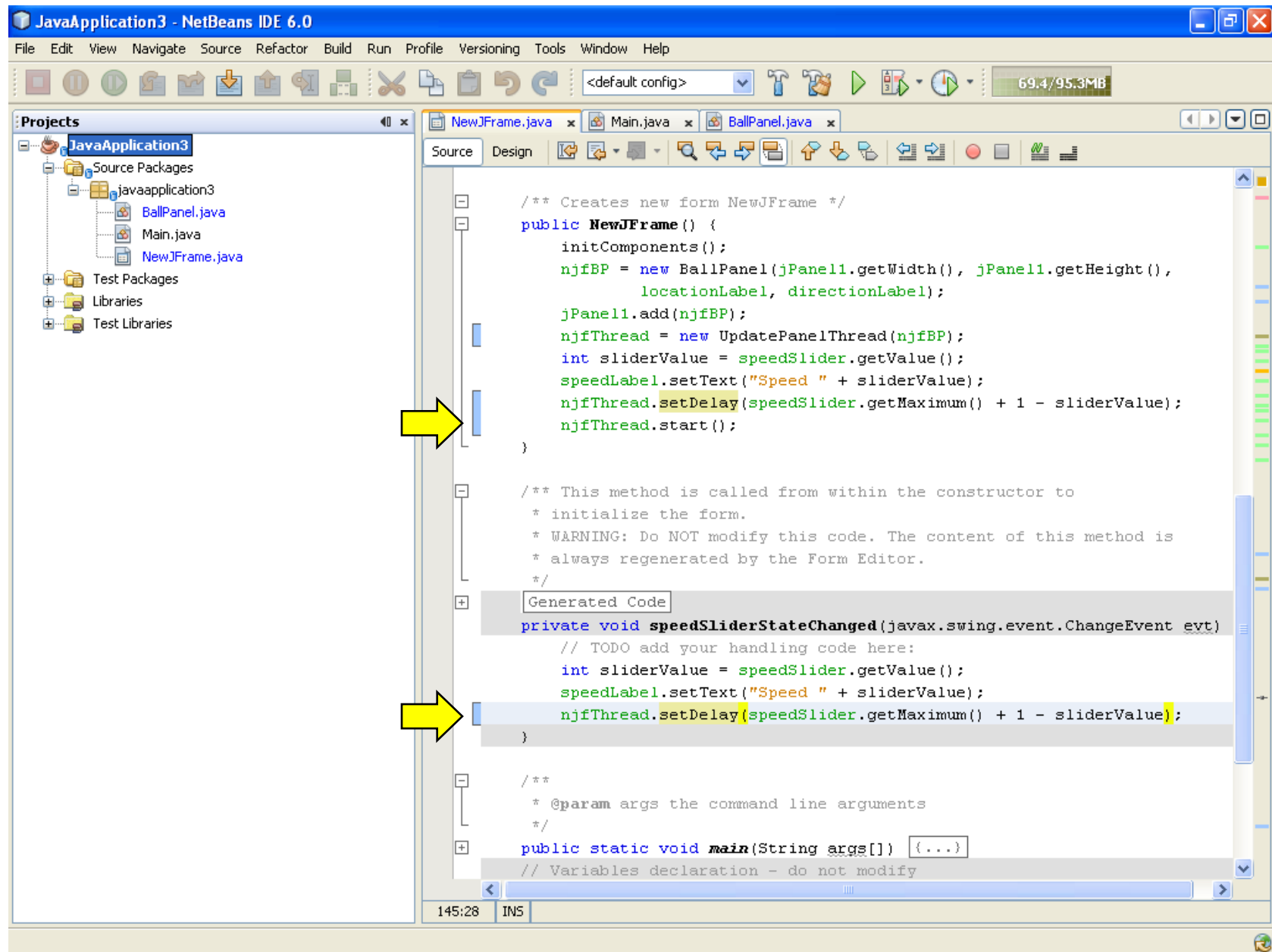


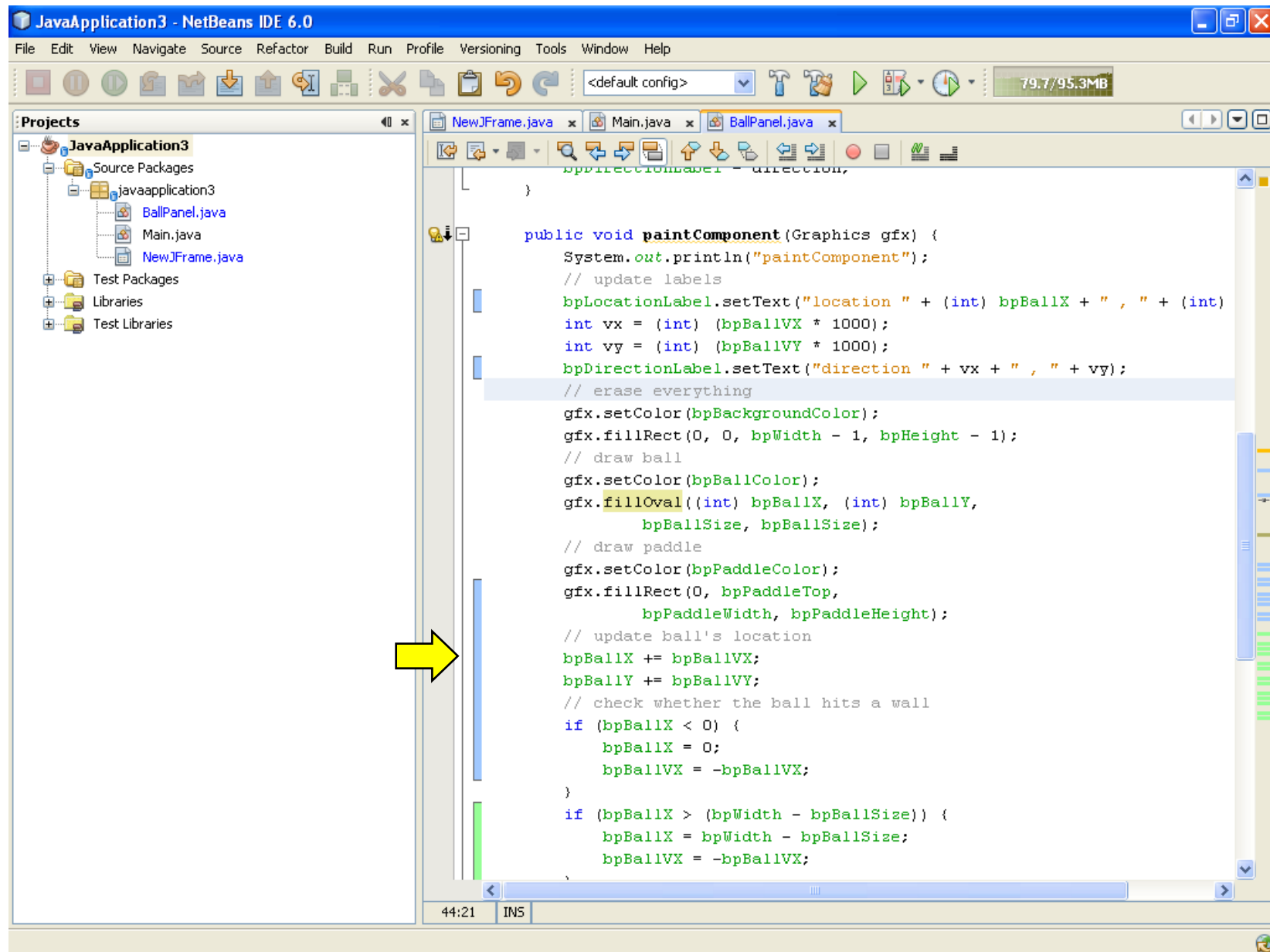


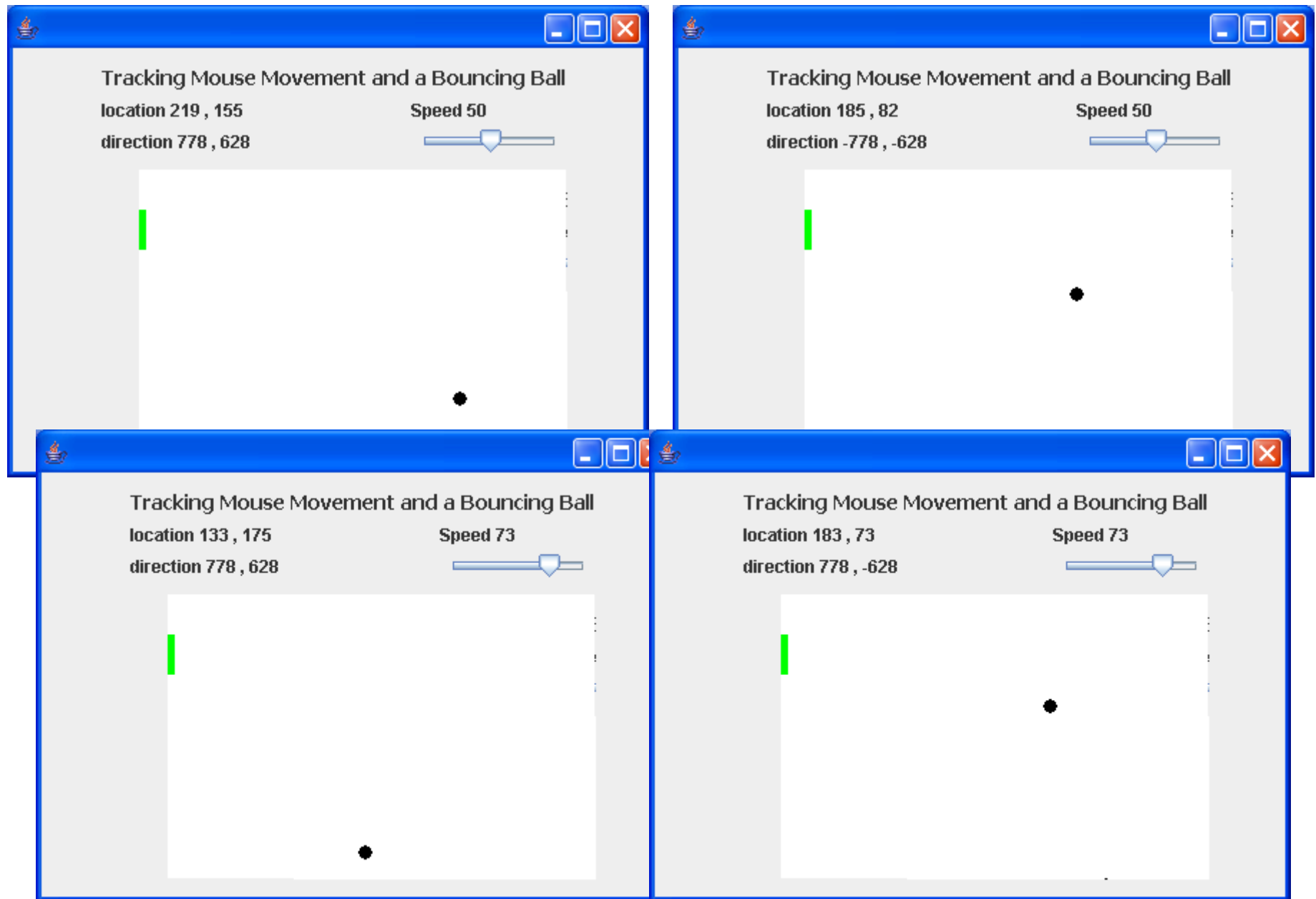


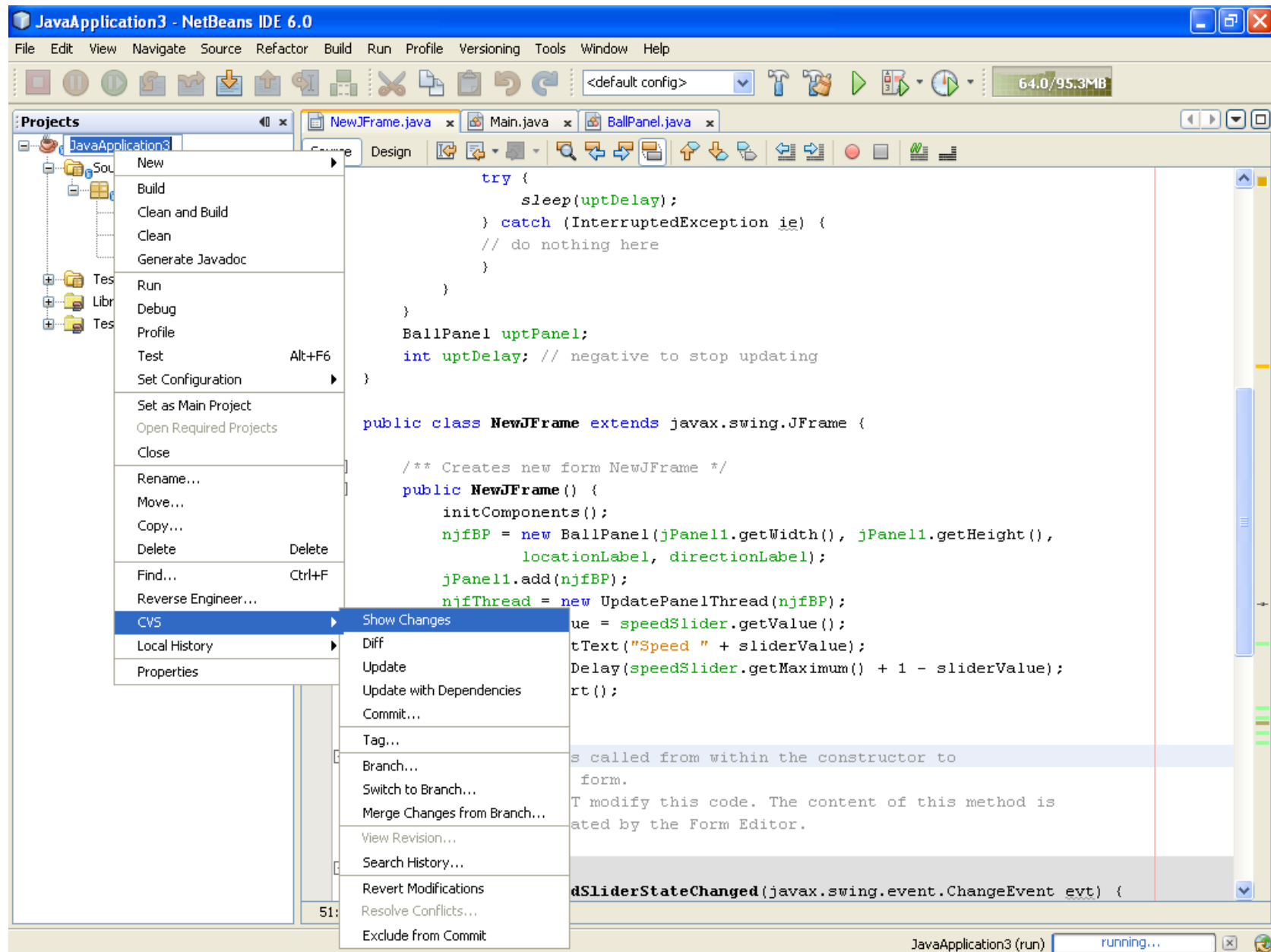


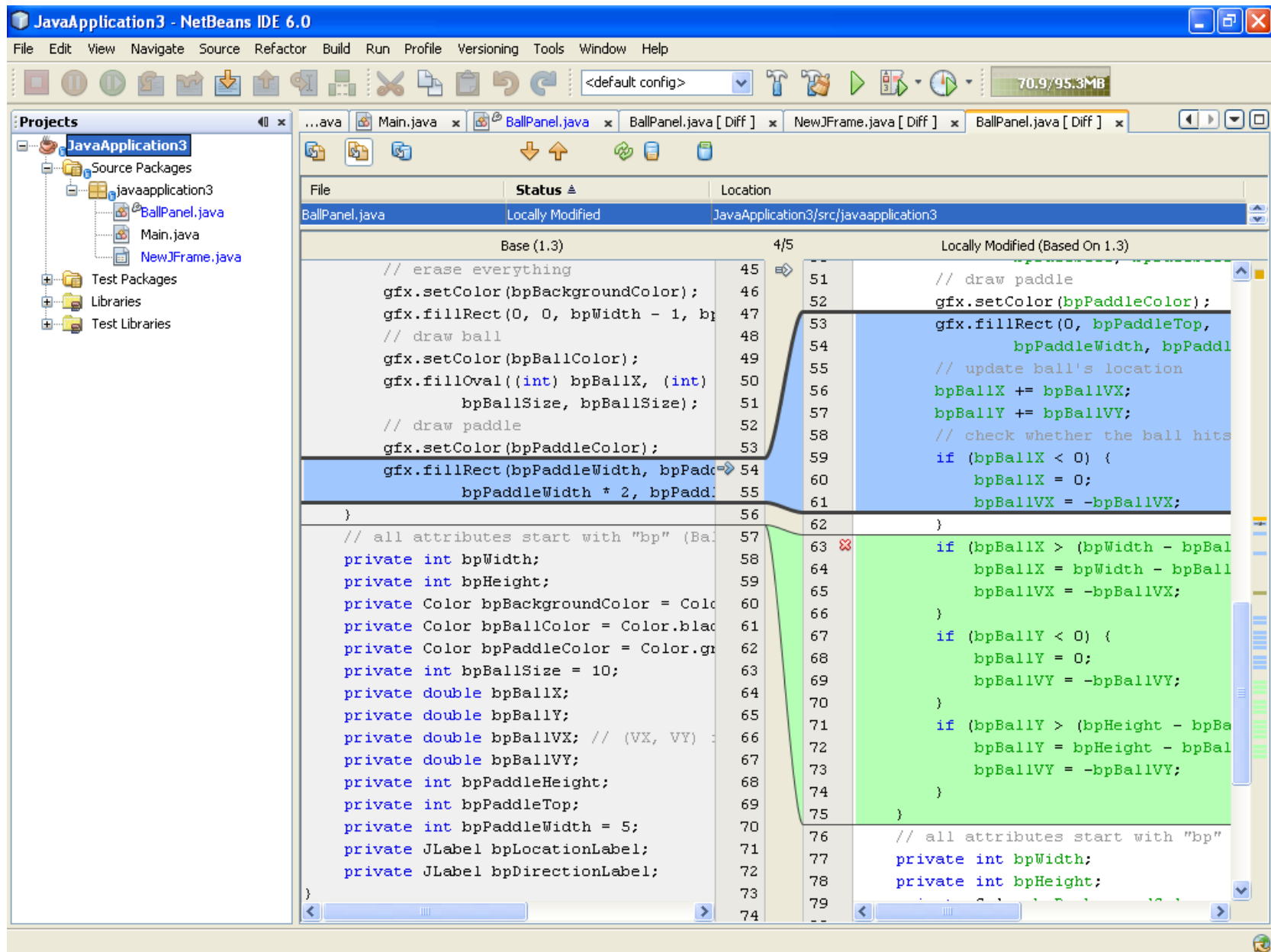


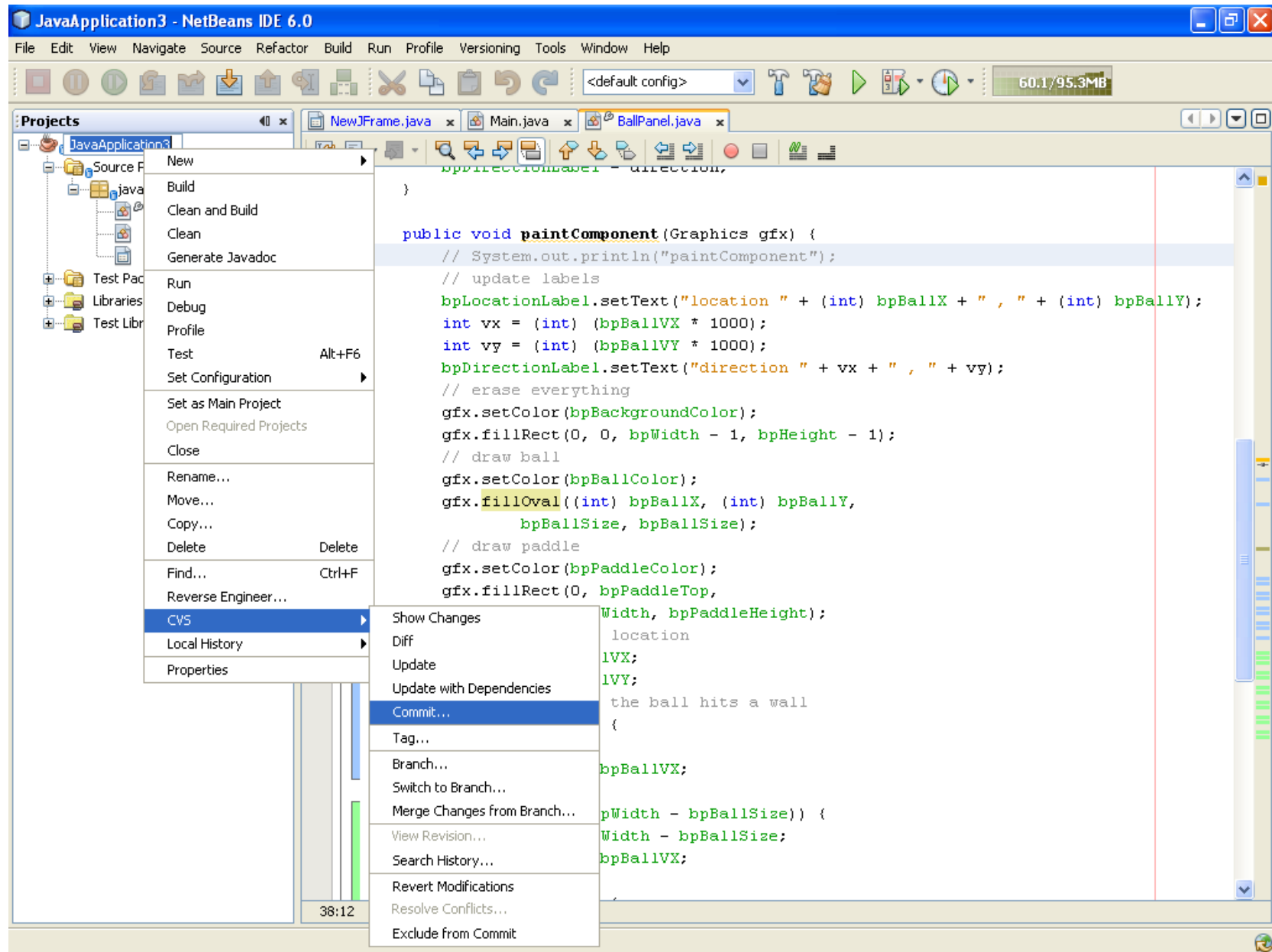






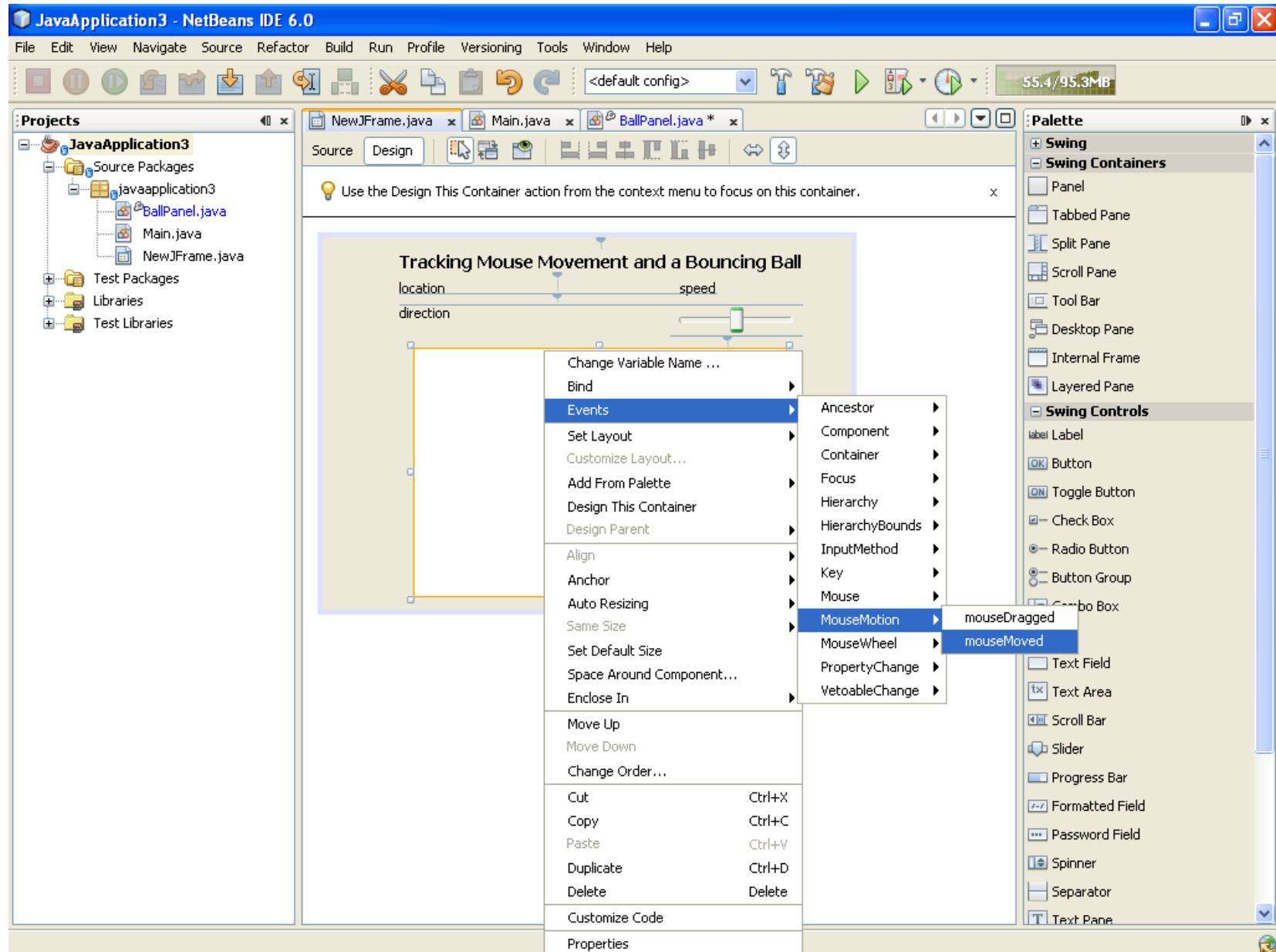


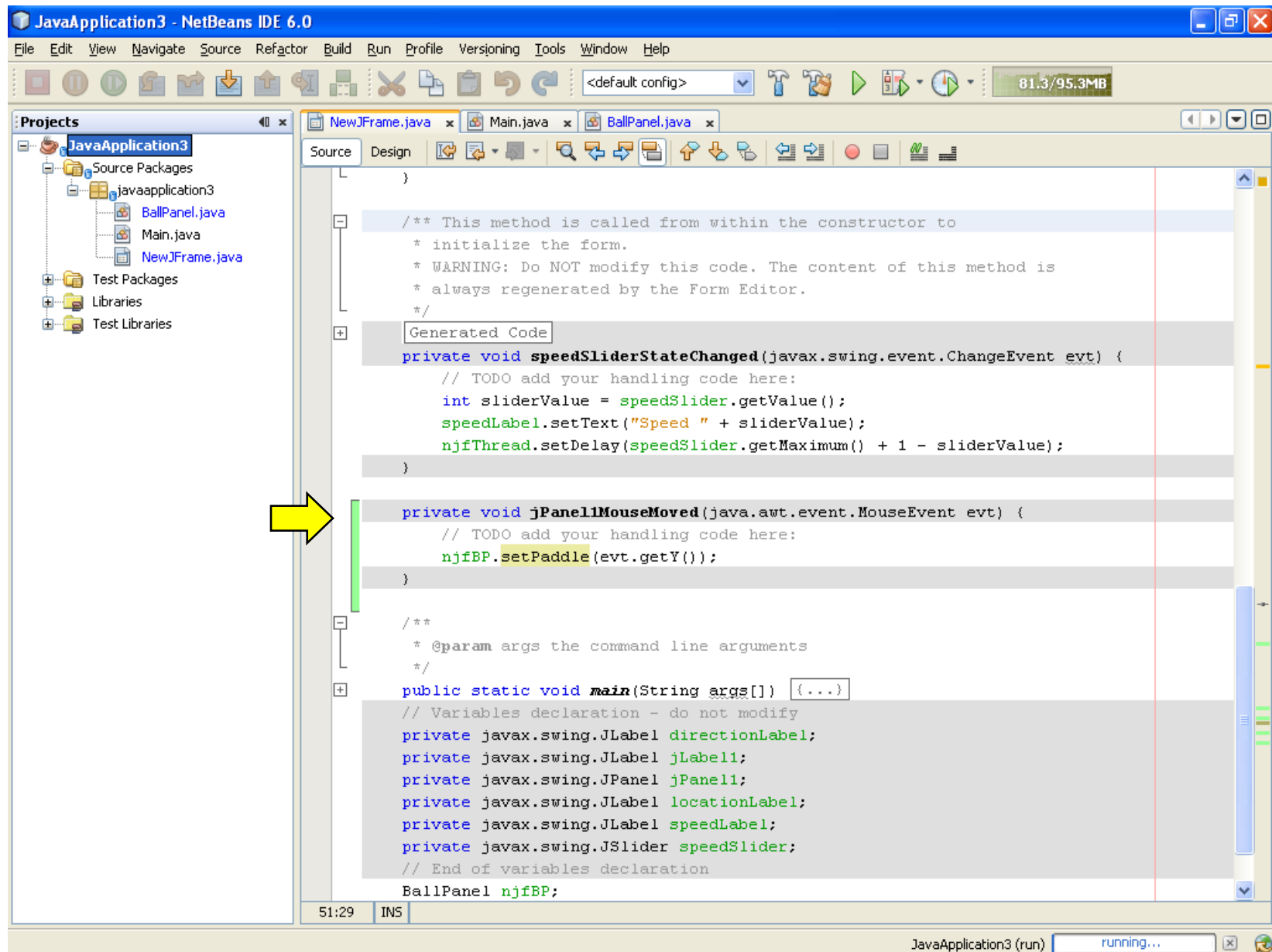


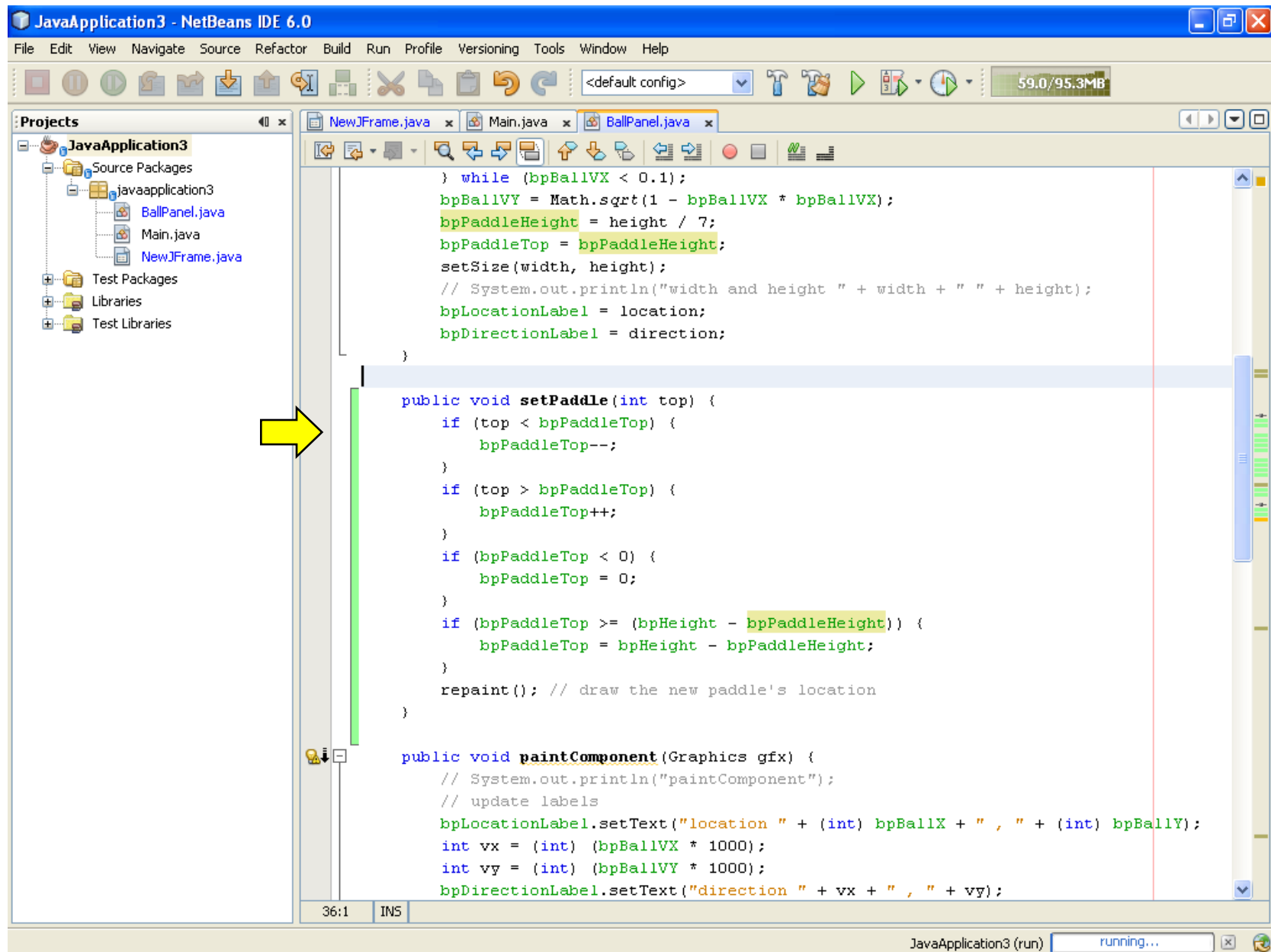


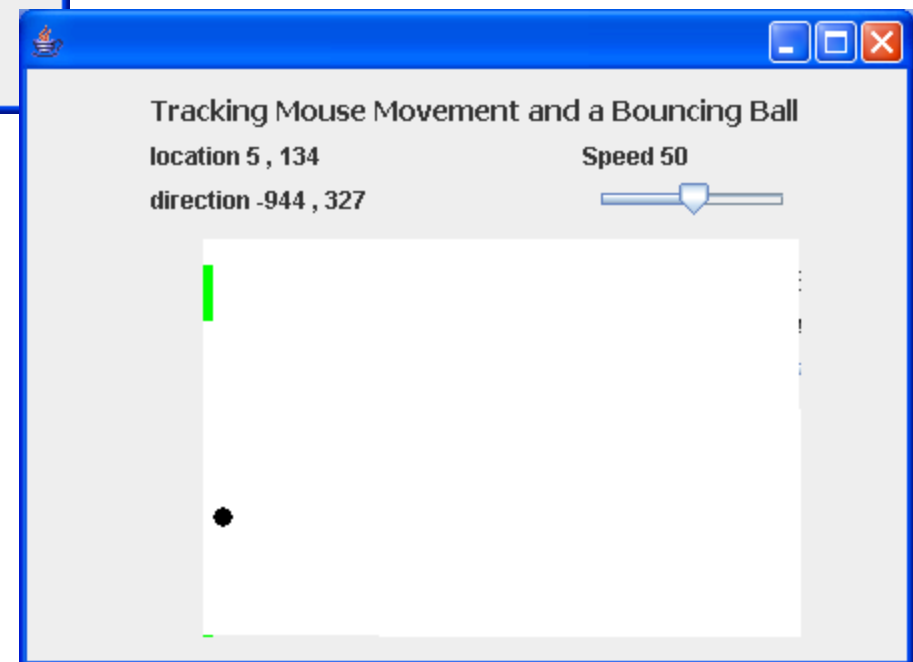
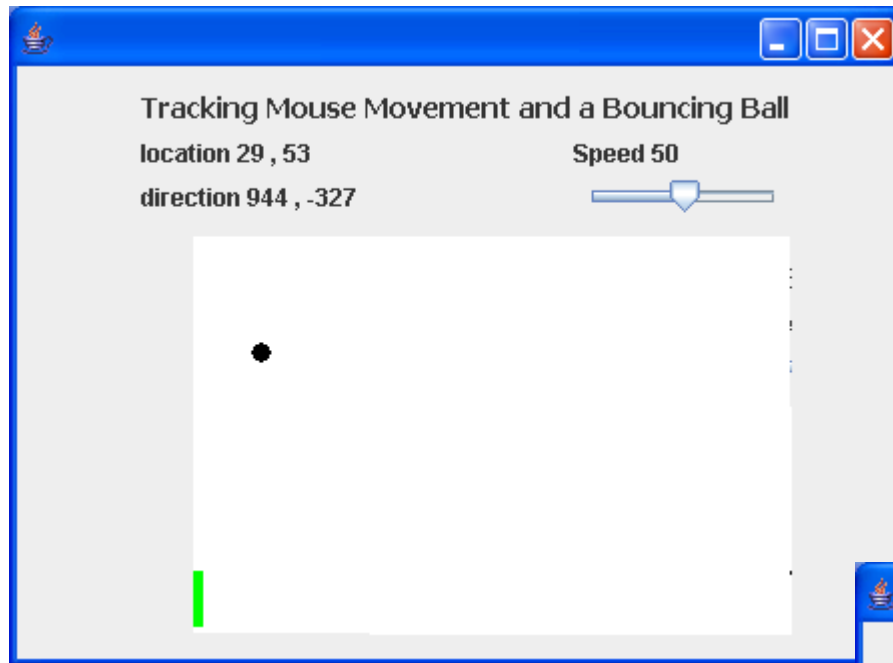


# Handle Mouse Movement









# **Submission: A zip file of the CVS repository**

Remember to commit all changes first.

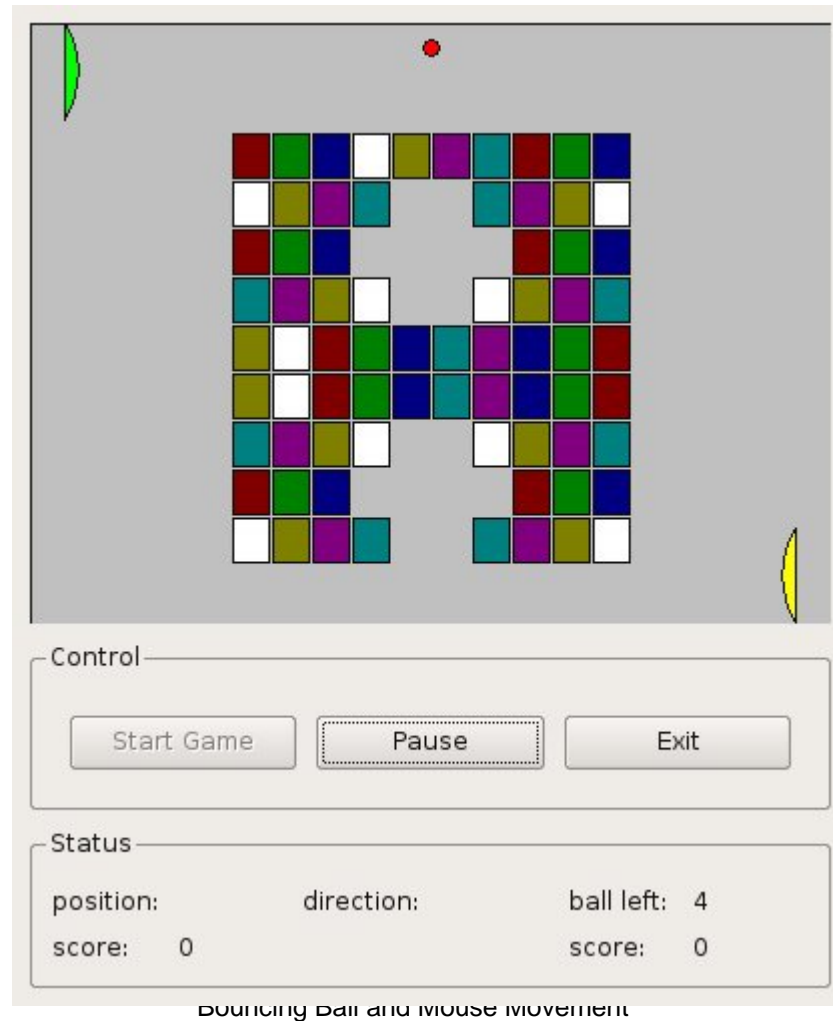
Submit this exercise only.

Do not submit any other exercise.

Do not submit a wrong zip file.

# **From LE 01-02 to PA 01**

# Programming Assignment 1





# Lab Exercises 1,2 $\Rightarrow$ PA 1

- draw bricks and track whether a brick has been hit
- collision detection ball - wall, ball - brick, ball - paddle. Remember the paddles are curves.
- update the scores
- update the number of balls (lose one when the ball hits the left or the right wall)
- determine the winner when the game finishes (no more ball left or all bricks disappear)