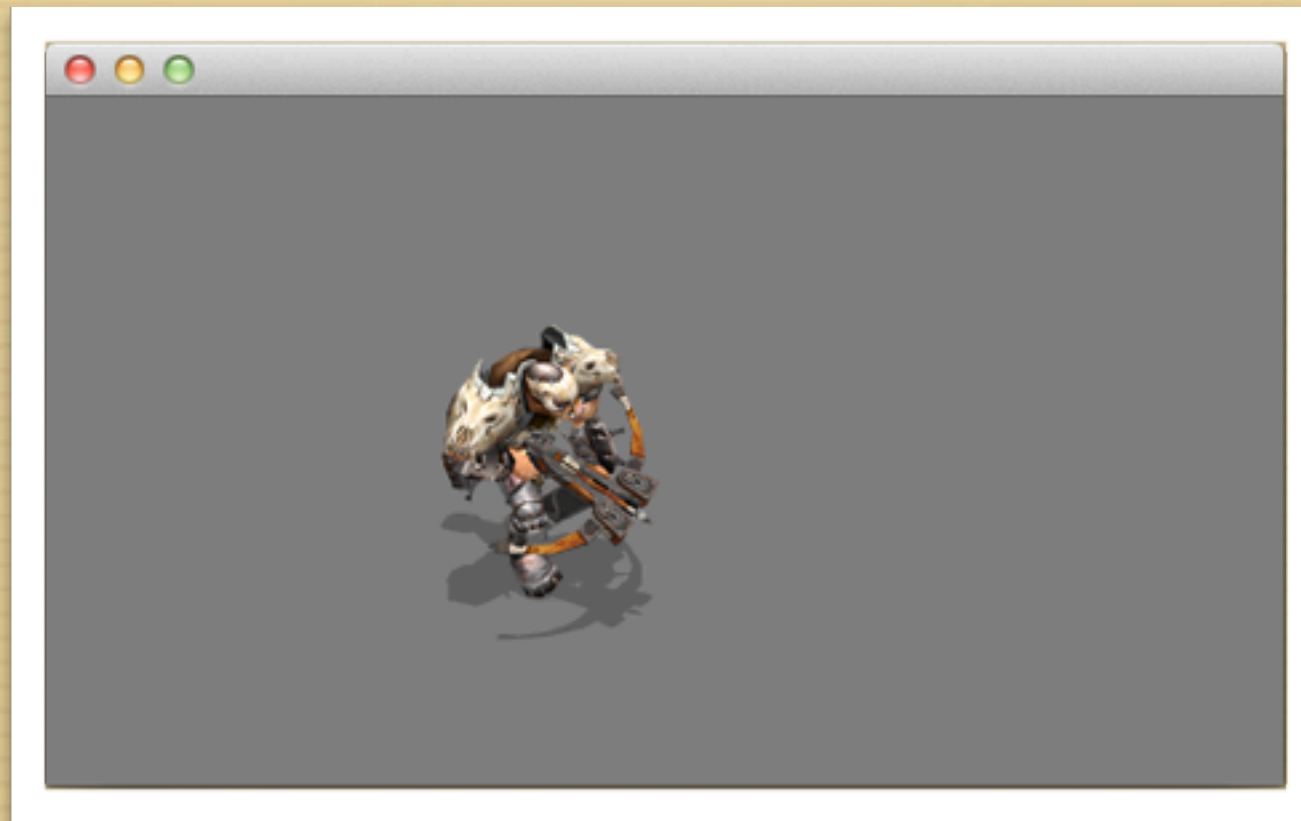


CISC 275: Introduction to Software Engineering

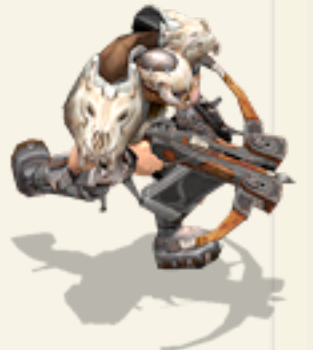


Lab 6: Animation

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University of Delaware
Fall 2011

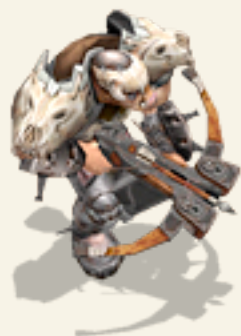
Overview

- ~ Animation Review
- ~ Walkthrough of Example Code
- ~ Lab Exercise



Animation Review

- ~ Rapid display of a sequence of images
- ~ Create an **illusion** of movement
- ~ Think: “flipbook”
- ~ Each image in sequence is slightly different



Walkthrough of Example Code

- ~ Animation.java
- ~ orc_forward_southeast.png
- ~ Orc appears to “walk” across window



Lab Exercise

- ~ On your own or in groups of two (2)
- ~ Modify Animation.java (see TODO notes):
 - ~ Keep orc from walking off-screen
 - ~ Turn around when bouncing off walls



Lab Exercise

- ~ Hint: use flags for changing directions
- ~ Avoid hard-coding any numerical values
- ~ Use additional orc bitmaps: [orc_animation.zip](#)
- ~ Email to charlieg@cis.udel.edu by Tue, Oct 11

