

CS 127
Bruce Bolden
January 25, 2007

Programming Assignment #2
10 Points
Due: February 1, 2007

Objective: Become familiar with basic Object Oriented programming concepts and the basic drawing methods available in the Java AWT. Continue familiarization with the Java compiler/environment.

Actions:

1. Write a program that displays at least five fish. Each fish must be a fish object (an instance of the fish class that you will write). Your fish objects should have different colors and sizes.
2. Add a method that will display your name and class information **below** the fish bowl in which they live. **Note:** This will be required on all future assignments that generate graphical output.
3. Label the *fish* in the bowl.
4. If you have time, explore the use of fonts in displaying your name and class information (not required).
5. Investigate `javadoc` for documenting your program (not required).

Deliverables:

- Program—fully documented.
- A program design sheet. Describe all classes and methods needed to implement your program.
- Programming Log:
 - Record the time required to design and implement your program.
 - Record of things you encountered/learned while implementing your program.
- Output—proof that your program worked.

If you have any questions regarding this assignment, do not hesitate to contact me. Start working on this assignment as soon as possible.

For more information:

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