

## CSSE221 201110 Homework 1 Solutions

1. 8 classes
2. The AnimatedPanel class has 3 methods
3. The AnimatedPanel class has 1 constructor
4. The AnimatedPanel class has 12 fields
5. Use the PackageExplorer
6. Answers will vary. For example, create an IndependentEye class with no mouseMotionListener, but another method to control movement
7.  $x = 10, y = 8, z = 10$
8. 

```
int y = 0; z = 10;
for (int x = 0; x < z; x++) {
    y += x;
    if (y > 10) {
        y /= 2;
    }
}
```
9. Only one clock. Setting clockA equal to clockB doesn't create new storage, it just redirects the reference for clockA to that of clockB (they share the clock object). Time on clock2 = 2:44.
10. 

```
public int compareTo(Object rhs) {
    Clock other = (Clock)rhs;
    int thisTotalMinutes = this.hours * 60 + this.minutes;
    int otherTotalMinutes = other.hours * 60 + other.minutes;
    if (thisTotalMinutes < otherTotalMinutes) {
        return -1;
    } else if (thisTotalMinutes > otherTotalMinutes) {
        return 1;
    } else {
        return 0;
    }
}
```