

# Class Design Sheet

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Lab:  
Section:

## Class Overview

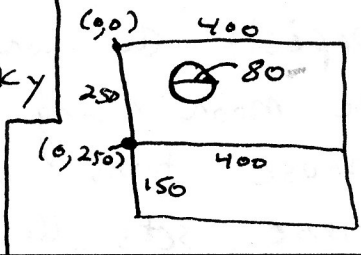
Name: SunAndMoon      Superclass: WindowController

Description:  
Depicts the sun setting during the day and the moon rising in the evening. Pressing the mouse turns day to night. Moving the mouse sets the sun and dragging the mouse raises the moon.

## Instance Variables

Name	Type	Description
orb	FilledOval	The sun & moon
land	FilledRect	The day/night ground
sky	FilledRect	the firmament

## Constructors and Methods

Signature: <code>public void begin()</code>
Description: Set the stage: layout the land, sky, and orb. Initially have the colors of objects reflect day.
Code Outline: <ul style="list-style-type: none"><li>- new FilledRects for land and sky</li><li>- new FilledOval for orb</li><li>- set land to green, sky to blue, sun to yellow</li></ul> 

Signature: <code>public void onMousePress(Location point)</code>
Description: Change from Day to night. <ul style="list-style-type: none"><li>- land changes to gray</li><li>- sky changes to black</li><li>- orb changes to white</li></ul>
Code Outline: <ul style="list-style-type: none"><li>- set color (Color.XXX)<ul style="list-style-type: none"><li>↳ white / orb</li><li>BLACK / sky</li><li>GRAY / Land</li></ul></li></ul>

Signature: <code>public void onMouseRelease(Location point)</code>
Description: Change from night to Day land: GRAY → Green      sky: BLACK → Blue orb: white → Yellow
Code Outline: <ul style="list-style-type: none"><li>- set color (Color.XXX)<ul style="list-style-type: none"><li>↳ Yellow / orb</li><li>Blue / sky</li><li>Green / Land</li></ul></li></ul>

Signature: public void on Mouse Move (Location point)

Description:

1. Set the sun
2. use relative "move"

Code Outline:

orb.move(0, 1.5)

sun only moves up & down, not side-to-side

↑ use positive for downward movement

Signature: public void on Mouse Drag (Location Point)

Description:

1. Raise the moon
2. use relative "move"

Code Outline:

orb.move(0, -1.5)

↑ use negative for upward movement.

Signature:

Description:

Code Outline: