1. Exercise 6 on page 268 of your text. Note that you do not need to write a complete class or applet for this exercise or the next. Just carefully write the code out on paper.

2. Exercise 7 on page 268 of your text.

3. Modify the Test applet in section 6.2 so that it contains two additional buttons that allow the user to move the dot up or down.
   Be sure to include appropriate comments in your code and to test your applet completely before handing it in.

Start early (or now) and have fun!