1. Attached to this assignment on the web is a BlueJ project called Bounce which is meant to draw a blue ball moving around the window and bouncing off the walls. The applet currently just scoots the ball across the screen from left to right in a straight line. Your mission is to augment the applet so that it draws the ball moving in diagonal lines and bouncing off the walls when it hits one. Also attached to this assignment on the web is a working applet that demonstrates what your finished applet should do.

There are several parts of this applet that you will not understand, and it is not necessary that you do. The small part of code that you need to change is clearly marked. (I would encourage you to try to figure out how the whole applet works, however.)

2. Read pages 342–348 in section 8.2 of your book. Then write a Java application that puts values into an array of integers, finds the minimum value in this array, and prints (using System.out.println()) this minimum.

Be sure to include appropriate comments in your code and to test your programs completely before handing them in.

Start early (or now) and have fun!