|  |  | Initials |
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| 1. | Open the house project. Save a copy of the project into your own H: drive. |  |
| 2. | Make changes to Picture class: Make a dog house that mimics the larger house a put it to the right of the big house. Make sure to add the proper fields, and then make changes to the draw method to do the actual drawing. |  |
| 3. | Make changes to the setBlackAndWhite method make the dog house black. |  |
| 4. | Make changes to the setColor method to return the dog house to its original colors. |  |
| 5. | Write the signature (in the space below) for a method named moveFigure that takes a single integer parameter and return no value. |  |
| 6. | What is the meaning of the following method signature?  public boolean setName (String newName) |  |
| 7. | Write a signature (in the space below) for a method named sunSize which can not be seen from the object bench. The method will take no parameters, and returns an int. |  |
| 8. | Add a red chimney to the house. |  |
| 9. | Explain the difference between a parameter and a return value. |  |
| 10. | Create a method that makes the sun move up and out of the frame. Create a second method that returns the sun to its original position. |  |