Explain to the TA what each of the parameters means in the drawOval (or fillOval) method. (3 points)
Explain to the TA what each of the parameters means in the drawRect (or fillRect) method. (3 points)
Explain to the TA what shapes you used to build each part of your scene. (3 points)
Show your source code to the TA, explaining which sections of code draw which parts of the scene. (3 points)
Beach, sky, and water are visible. (2 points)
Hut has a door, window, and roof. (2 points)
Draw a sign in front of your hut, with the words (Your Name)'s Hut on it. (2 points)
Draw three fluffy clouds (not simple ovals) in the sky. (2 points)
After changing one line of code, your hut floats 50 pixels above its previous position. (4 points)
Each major section of the program is commented. (2 points)
Source code is neatly and consistently indented. (2 points)
Show the TA that you uploaded your source code to Canvas. (1 point)
Show the TA that you uploaded a screenshot to Canvas. (1 point)
Did you do the EXTRA CREDIT? (1 point)

POINTS EARNED: __________
POINTS POSSIBLE: 30

T.A. Name ________________________________
T.A. Signature ________________________________

I certify that I completed this assignment on the date above. I also certify that I did all my own work. I did not copy someone else’s code, including off the Internet. I know what each line of code does, and I can reproduce it in a test situation.

Student’s signature ________________________________