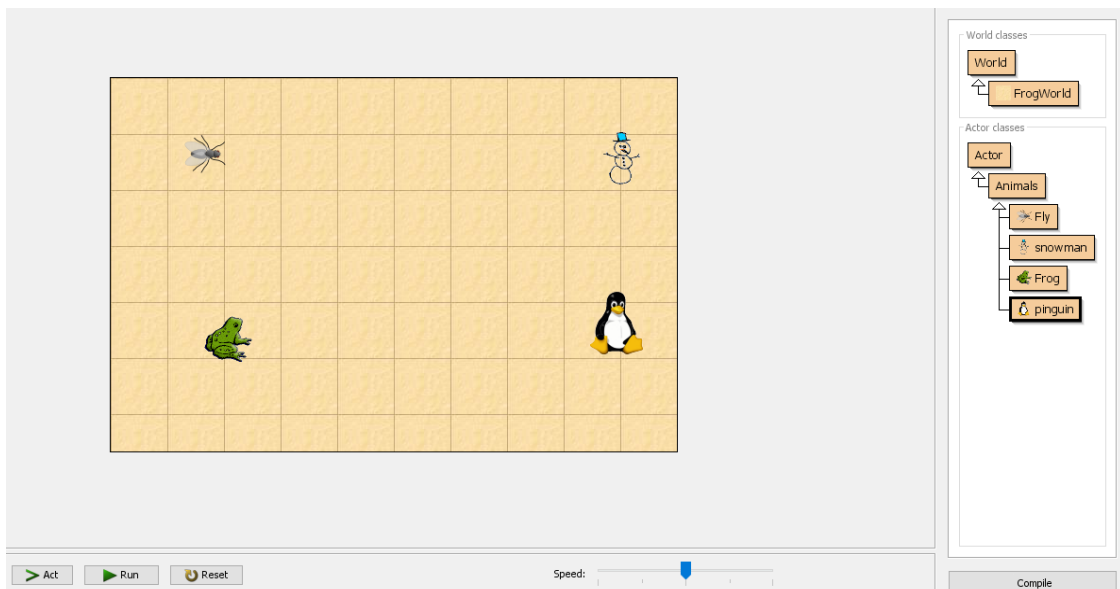
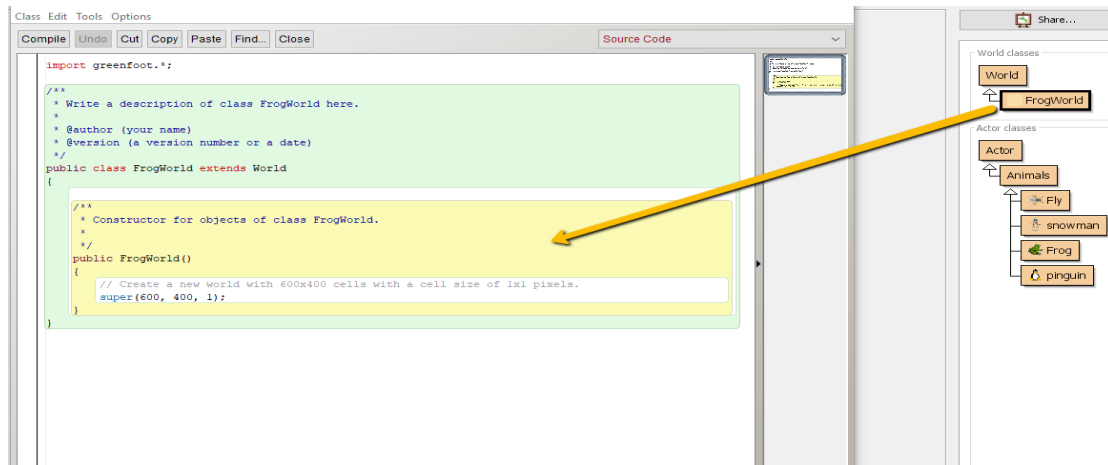


Άσκηση 1^η



Frog - FrogEatFlies

Class Edit Tools Options

Compile Undo Cut Copy Paste Find... Close Source Code

```

import greenfoot.*;

/**
 * Write a description of class Frog here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Frog extends Animals
{
    /**
     * Act - do whatever the Frog wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        move (15);
        turn (10);
    }
}

```

World classes

- World
 - FrogWorld

Actor classes

- Actor
 - Animals
 - Fly
 - snowman
 - Frog
 - penguin

Fly - FrogEatFlies

Class Edit Tools Options

Compile Undo Cut Copy Paste Find... Close Source Code

```

import greenfoot.*;

/**
 * Write a description of class Fly here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Fly extends Animals
{
    /**
     * Act - do whatever the Fly wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act ()
    {
        move (2);
        if (Greenfoot.isKeyDown("right"))
        {
            turn(2);
        }
        if (Greenfoot.isKeyDown("left"))
        {
            turn(-2);
        }
    }
}

```

World classes

- World
 - FrogWorld

Actor classes

- Actor
 - Animals
 - Fly
 - snowman
 - Frog
 - penguin

penguin - FrogEatFlies

Class Edit Tools Options

Compile Undo Cut Copy Paste Find... Close Source Code

```

import greenfoot.*;
import javax.swing.JOptionPane;

/**
 * Write a description of class penguin here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class penguin extends Animals
{
    /**
     * Act - do whatever the penguin wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        if (Greenfoot.mousePressed(this))
        {
            String inputStr=JOptionPane.showInputDialog("Γεια σου, Πάς σε λένε:");
            JOptionPane.showMessageDialog(null, "Γεια σου" + inputStr + " /4 πάτησε το κουμπι OK ή το πλήκτρο Enter για να κλείσει το παράθυρο.");
        }
    }
}

```

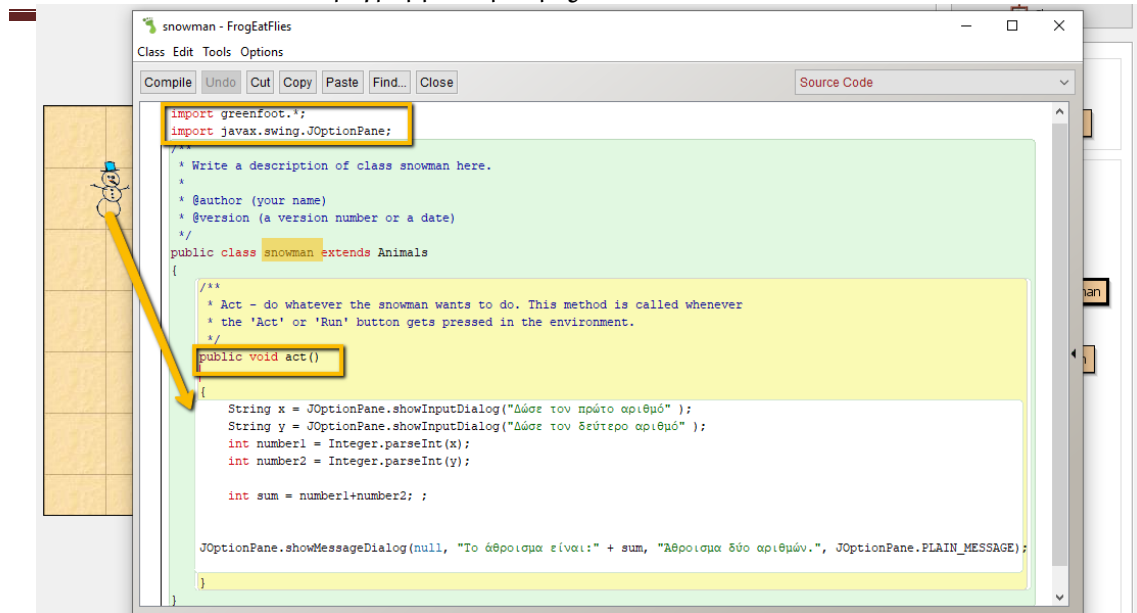
World classes

- World
 - FrogWorld

Actor classes

- Actor
 - Animals
 - Fly
 - snowman
 - Frog
 - penguin

Προγραμματισμός με Java στο GreenFoot



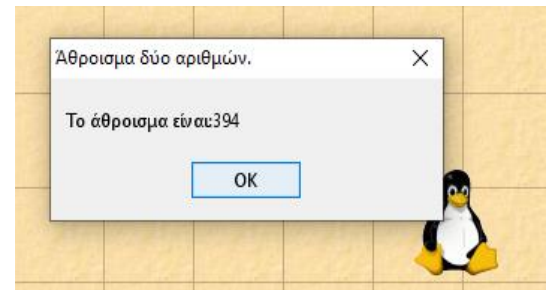
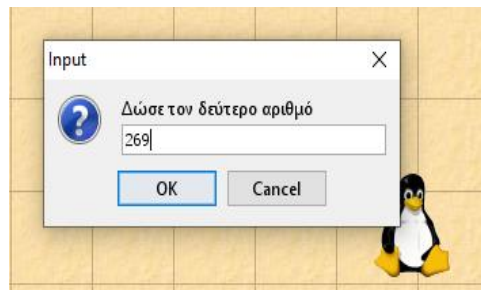
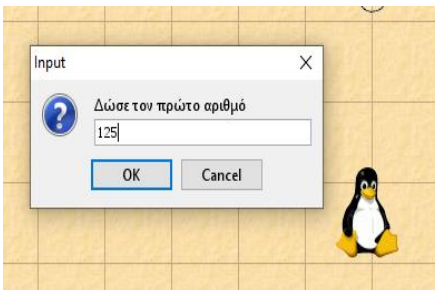
```
snowman - FrogEatFiles
Class Edit Tools Options
Compile Undo Cut Copy Paste Find... Close Source Code

import greenfoot.*;
import javax.swing.JOptionPane;

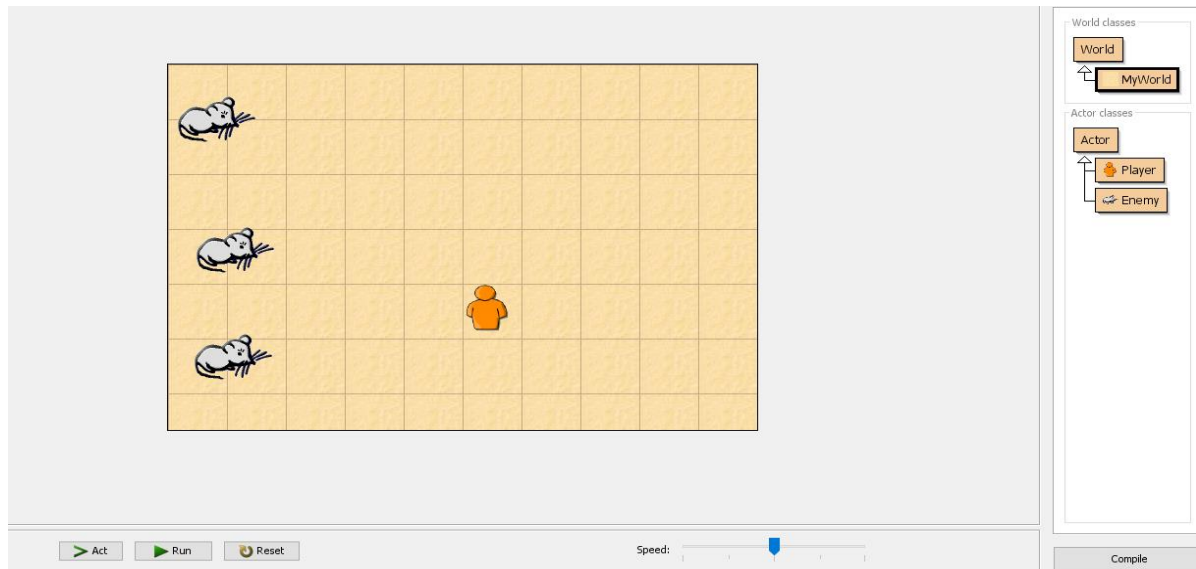
/**
 * Write a description of class snowman here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class snowman extends Animals
{
    /**
     * Act - do whatever the snowman wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        String x = JOptionPane.showInputDialog("Δώσε τον πρώτο αριθμό");
        String y = JOptionPane.showInputDialog("Δώσε τον δεύτερο αριθμό");
        int number1 = Integer.parseInt(x);
        int number2 = Integer.parseInt(y);

        int sum = number1+number2;

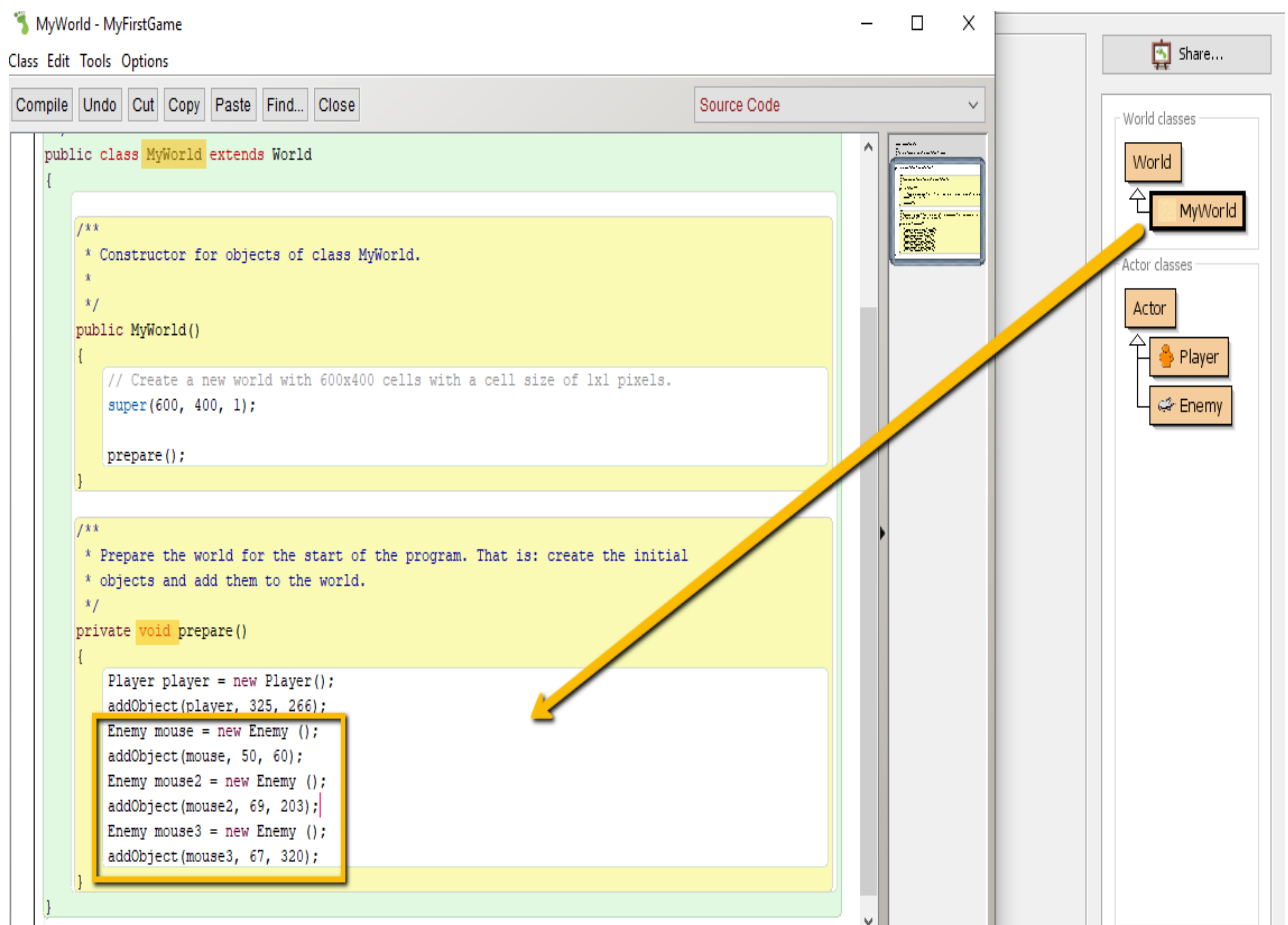
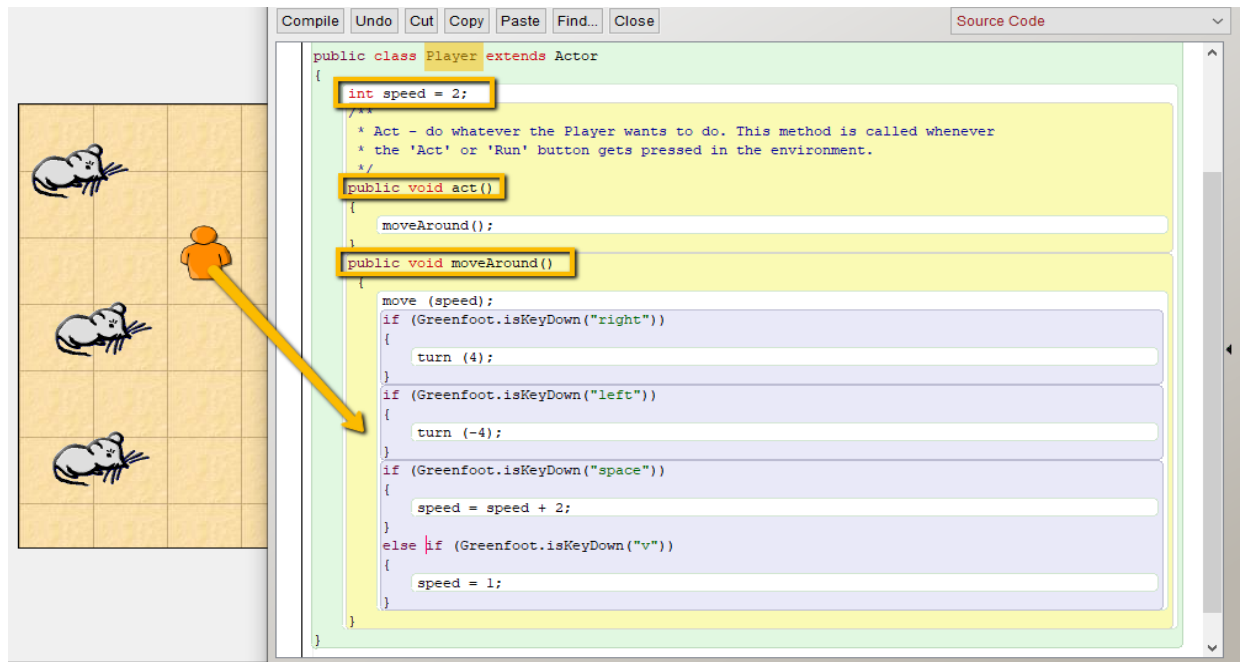
        JOptionPane.showMessageDialog(null, "Το άθροισμα είναι:" + sum, "Άθροισμα δύο αριθμών.", JOptionPane.PLAIN_MESSAGE);
    }
}
```

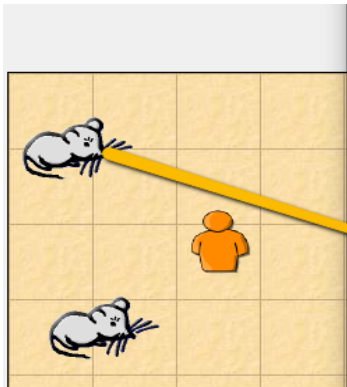


Άσκηση 2^η



Προγραμματισμός με Java στο GreenFoot





```
import greenfoot.*;

/**
 * Write a description of class Enemy here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Enemy extends Actor
{
    /**
     * Act - do whatever the Enemy wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        moveAround();
    }

    public void moveAround()
    {
        move(4);
        if (getX() >= 599)
        {
            setLocation(0, getY());
        }
        else if (getX() <= 1)
        {
            setLocation(599, getY());
        }
        else if (getY() >= 390)
        {
            setLocation(getX(), 0);
        }
        else if (getY() < 1)
        {
            setLocation(getX(), 380);
        }
        if (Greenfoot.isKeyDown("left"))
        {
            turn(-1);
        }
        if (Greenfoot.isKeyDown("right"))
        {
            turn(1);
        }
    }
}
```