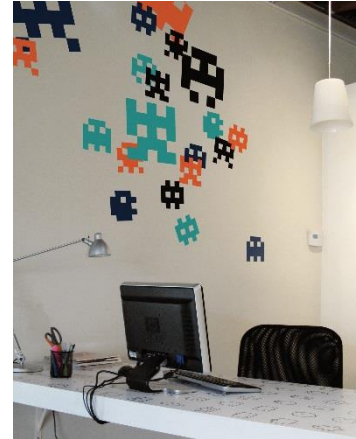


Many 8 Bit Sprites

One of the benefits of methods is that they can be added to other programs easily. Add your 8-bit sprite methods to this code at the bottom and you should get a screen of 8 bit sprites.



```
import java.awt.*;
import java.applet.Applet;

public class many8BitSprites extends Applet
{
    public void paint (Graphics g)
    {
        for (int x = 0 ; x < 1000 ; x += 60)
        {
            for (int y = 0 ; y < 800 ; y += 60)
            {
                int random = (int) (Math.random () * 6);
                //change the method names to match your own.
                if (random == 0)
                    circuitBug (x, y);
                else if (random == 1)
                    castleThing (x, y);
                else if (random == 2)
                    octopus (x, y);
                else if (random == 3)
                    boxCreature (x, y);
                else if (random == 4)
                    squid (x, y);
                else
                    tentacles (x, y);
            }
        }
    }

    //add methods here

}
```