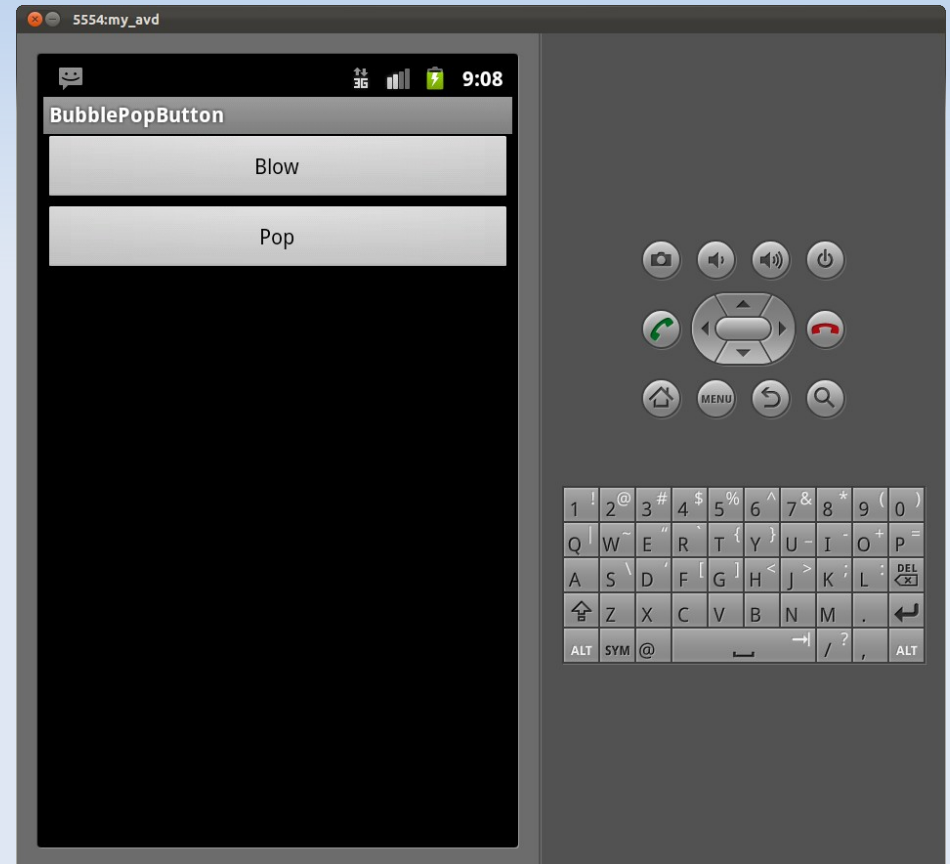


Graphics & Animations

CMSC 436 Lab 11
Derek Juba

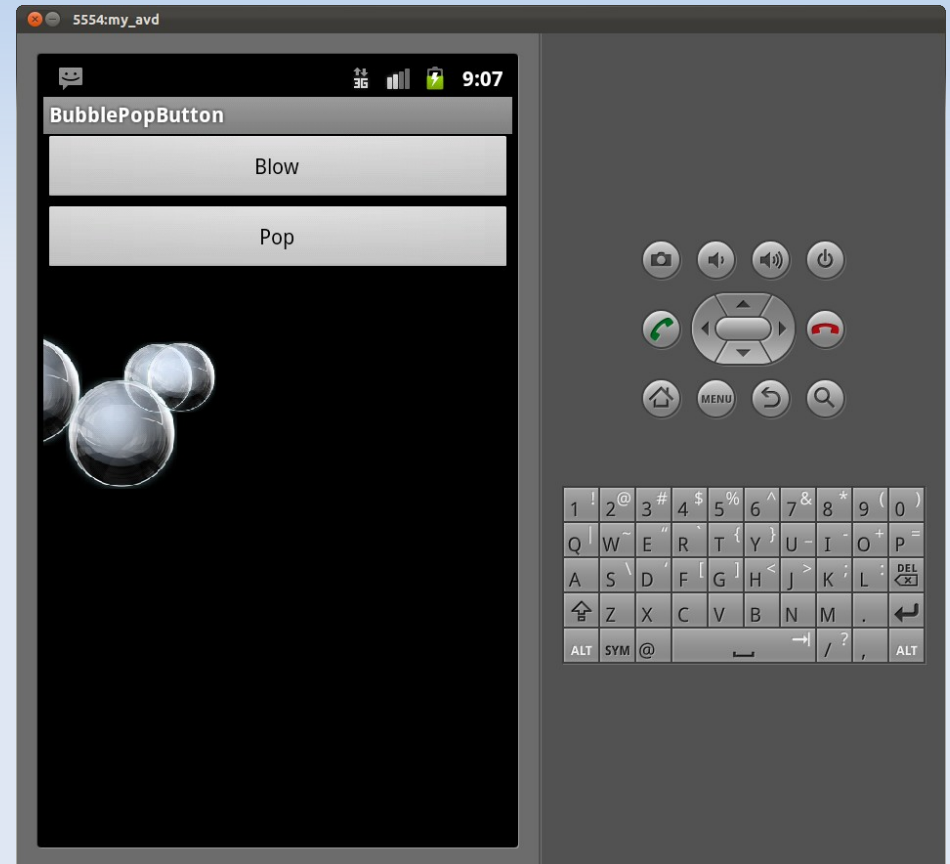
Graphics & Animations

- In this lab you will make animated bubbles
- Blow will add a new bubble, while Pop will remove the last bubble blown



Graphics & Animations

- New bubbles should have random position, velocity, and size



Tips

- You can use `Bitmap.createScaledBitmap` to create bitmaps of different size
- You may need to create a `RelativeLayout` specifically for the purpose of drawing bubbles into