**GraphicsPrac6**

**Directions:** Create an applet that has a movable square with a turret. The turret can be rotated with the “A” and “F” keys. “A” will rotate the turret counter-clockwise and “F” will rotate the turret clockwise.

**Requirements:**

1. The turret should be able to turn 45 degrees each time it is rotated
2. The Applet should implement the Runnable Interface and the “tank” should be under the influence of gravity from all directions
3. The tank and the turret should appear on opposite walls as one unit. Ensure that your turret is not left behind when the tank body moves to an opposite wall
4. Increase the size of your applet to 1000 width and 650 height.
	* Ensure that your shape can still appear on opposite walls correctly
5. Simplify your code as much as possible

