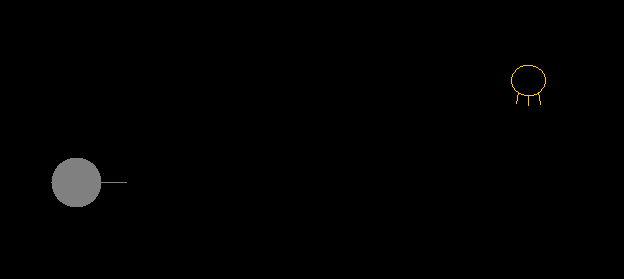
**GraphicsPrac9**

**Directions:**

1. Create the Alien class (instructions below) that resembles the orange figure in the picture below.
2. Declare a new List that will only hold Alien Objects
3. Instantiate the List as an ArrayList that will only contain Alien objects in the init() method
4. Instantiate a new Alien and add it to the ArrayList of Aliens
5. In the *paint(Graphics g)* method, loop through the ArrayList of Aliens and *draw* each Alien
6. In the *run()* method, loop through the ArrayList of Aliens and *move()* each Alien



**Alien Class**

* Variables
  + doubles x, y, xVel, yVel
* Constructor
  + Alien()
  + Starts the Alien at a random x and y position (must be on the screen)
  + Creates a double local variable, *randSpeed*, that is initialized to a random number between [1, 8]
  + Creates a double local variable, *randDir*, that is a random Radian direction between 0 and (2\* PI).
  + Uses *Math.cos(randDir)* \* *randSpeed* to initialize *xVel*
  + Uses *Math.sin(randDir)* \* *randSpeed* to initialize *yVel*
* Methods
  + void move()
    - updates x and y by adding xVel and yVel, respectively
    - Ensures that the alien does not move off of the screen
  + void draw(Graphics g)
    - Draws the alien with three legs