

Drawing Arrows

Problem Statement

Your niece was so impressed with your applications. Now she wants you to develop an application for her that will display an arrow made of stars that can point up, down, left, or right. She specifies the direction of the arrow, how many stars will make up the width of the arrow head, and how many stars should be in the length and the width of the shaft).

Application Requirements

Your niece insists that the following requirements are met by your program:

1. The direction of the arrow is selected by clicking a radio button. So, there has to be four radio buttons, one for each direction.
2. The default direction is up. So, your application should make that selection once started.
3. The head width, shaft length, and shaft width are all positive odd integers. If an even number is specified, the next smaller odd number is used.
4. The head width must be greater than or equal to 5 and less than or equal to 25.
5. The width of the head is longer than the width of the shaft.
6. The length of the shaft is at least as long as the width of the shaft.
7. She does not want to exit the application by accident. So, she wants the application to verify with her as it is closing

Application Input

- Direction of the arrow: Up, Down, Left, Right (Character)
- Width of the arrow head (Integer)
- Width of the arrow shaft (Integer)
- Length of the arrow shaft (Integer)

Application Output

- An arrow made of stars with the dimensions specified by the user and pointing in the direction selected by the user.

Submission Instructions

- Zip ALL files in the project in one zip file.
- Rename the zip file using the following naming convention: **LastName-FristName.zip**
- Submit the zip file in the drop box dedicated for this assignment.