ICS3U	Name:

## **Scenery**

For this program you will be required to create a scene using the graphics commands in Java.

Examples:

House Water Scene
Vehicle Sports Scene
Video Game Characters Space Scene

The program will be setup similar to your face class. You will need to complete and submit a class diagram for each item of your scene. The classes should be setup as follows:

- There will be a **separate class** for each item (*YI*Item, *YIHouse*)
- Separate methods for every part (roof, door, window etc.) of each item

You will also need to include internal and external documentation with your program.

Be sure to let me know what you are planning to draw to ensure an appropriate difficulty level.

## **Evaluation**

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