



CST 183

Programming Assignment 10

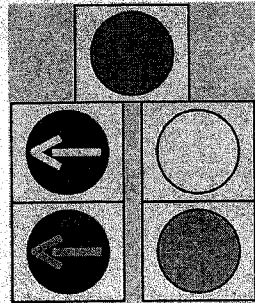
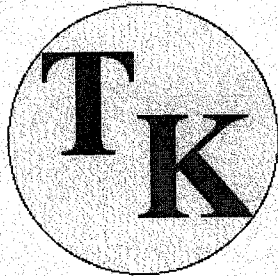
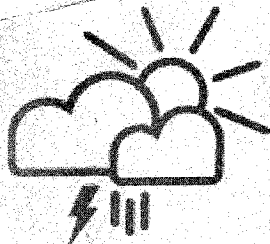

Fall 2019
Instructor: T. Klingler

Objective

To practice drawing with Java graphics.

Overview & Instructions

Build a Java application to draw the following four graphic objects in the application window. Utilize a simple user interface that allows the user to select one or more of the objects to view or hide.

A stoplight with left turn arrows.	 A graphic of a stoplight. It consists of a vertical rectangle divided into three horizontal sections. The top section is a solid black circle. The middle section is a white circle with a black border and a black arrow pointing left. The bottom section is a white circle with a black border and a black arrow pointing left.
Design and draw a personal logo. Use your initials, or some image that depicts <u>you</u> . Include the use of font control for text sizing.	 A circular logo containing the letters "TK" in a large, bold, serif font.
A weather icon including all of the features you see (sun, clouds, lightning, and rain). Use at least two colors.	 A weather icon. It features a sun with rays, a cloud, a lightning bolt, and three vertical lines representing rain.
Finally, if you were tasked with implementing a battle game, draw an image of a bad guy , an enemy fighter, or some other sinister image. (Just one image)	 A large question mark.

Deliverables

Deliver the following to the online course management system **dropbox** as your final product:

- Upload your **source code** (.java) file

Notice

This is an individual assignment. You must complete this assignment on your own. You may not discuss your work in detail with anyone except the instructor. You may not acquire, from any source (e.g., another student or an internet site), a partial or complete solution to a problem or project that has been assigned. You may not show another student your solution to an assignment. You may not have another person (current student, former student, tutor, friend, anyone) "walk you through" how to solve the assignment.
