SANTA CLARA UNIVERSITY

Computer Engineering Department

COEN 160: Lab Assignment 1

Introduction to Java 2D classes

Assignment: Draw a figure using the *DrawingKit* class and Java 2D classes.

Objectives: To become familiar with Java 2D classes, and learn to create objects from existing classes.

Notes:

❖ Include comments in your code so that it is easy to understand the program you have written.
❖ Indent your programs properly.
❖ Each source code file must contain a title and a description of its purpose.
❖ Select identifiers that are meaningful.

Details: Using Java 2D classes, create a graphical shape of your choice (such as a spaceship or robot). Your program must use the following classes:

- *Line2D.Float*
- *Rectangle2D.Float*
- *Ellipse2D.Float*
- *QuadCurve2D.Float*

You can choose to use any of the other Java 2D classes in your program.

In addition, your program must use the following four methods of the *DrawingKit* class

- *draw*
- *fill*
- *setPaint*
- *setFont*

Use the *setPaint* method to color the shape with at least three colors, and the *setFont* method to write your name in one corner.

Submission: You must submit the source code of your programs and the output when you run the program. Demonstrate that your program runs correctly to the teaching assistant.