**MIAMI DADE COLLEGE  
School of Engineering and Technology  
  
COP2805C – Java Programming 2**

**Project 3**

**Due on 4/20/2017**

**Submissions are due before class. Late penalties start after 6:14 PM.**

Write a JavaFX scene that draws a picture of your choice in a 650 x 650 pixels window. Your picture must be a **coherent, describable depiction of a scene**. For example, “rocket ship traveling through space”, “at home taking care of my garden” are acceptable, but “bunch of shapes on a dark background” is not. In addition, it must include the following:

* At least 6 distinct colors
* Must use the following classes at least once in a non-trivial manner: Color, Pane, Image, ImageView, Line, Circle, Rectangle, Ellipse, Arc, Polygon and Polyline.

For this assignment, you must actually draw the picture in the scene with the methods available in JavaFX classes. You are not restricted to methods discussed in class, but you are restricted to JavaFX classes and methods.

In addition to your source code, your file should contain thorough documentation (comments) that describes what the code does. Since this program draws a picture, your comments should narrate what is being drawn, as in the example below:

// Sets up picture background

…code that sets up background goes here

// Draws a crescent moon in the sky

…code that draws a moon in the sky goes here

**Notes:**

1. 5 out 15 points will be given for creativity (to be subjectively determined by me) and 10 out 15 point will be based on how well the code is written and commented.
2. A 2 point bonus will be assigned to the most creative scene (to be subjectively determined by me).

Place the following header on top of your files:

/\*---------------------------------------------------

Student IDs: Student IDs

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Spring Short - T Th 6:15PM - 9:30PM

Project # 3

Plagiarism Statement: I certify that this assignment is my own work and that I have not copied in part or whole or otherwise plagiarized the work of other students and/or persons.

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**Submission guidelines:** Send your code files (**CreativeScene.java**,) as attachment to my email **wmurill1@mdc.edu**, with the subject **Adv. Java Project 2**