# Part 1: Manage Client Information

# Part 2: Snowman

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Week 5 iLab Assignment

Developed By: Brian Whitelaw

Prepared For: Professor Michael Brown

DeVry University Online

Program Name: Snowman

Program Description: Draw a snowman using code. Use at least one line, shape, or polygon.

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// Import libraries

**import** javax.swing.JFrame;

**public** **class** SnowmanTest

{

**public** **static** **void** main(String[] args)

{

Snowman panel = **new** Snowman();

JFrame application = **new** JFrame("Snowman");

application.setDefaultCloseOperation(JFrame.***EXIT\_ON\_CLOSE***);

application.add(panel);

application.setSize(300, 530);

application.setVisible(**true**);

} // End of main

} // End of class

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// Import Libraries

**import** java.awt.Color;

**import** java.awt.Graphics;

**import** javax.swing.JPanel;

// Snowman class

**public** **class** Snowman **extends** JPanel

{

// Set paint component

**public** **void** paintComponent(Graphics g)

{

// Set background color

**super**.paintComponent(g);

**this**.setBackground(Color.***blue***);

// Set color for body

g.setColor(Color.***WHITE***);

g.fillOval(100, 100, 100, 100);

g.fillOval(85, 185, 130, 130);

g.fillOval(70, 285, 160, 160);

// Set ground color

g.setColor(Color.***WHITE***); // Layer of snow needed for accuracy according to my daughter (Gracie).

g.fillRect(0, 438, 300, 7);

g.setColor(Color.***GREEN***); // Grass

g.fillRect(0, 445, 300, 10);

g.setColor(**new** Color(102, 51, 0)); // Brown for dirt

g.fillRect(0, 455, 300, 40);

// Set color for eyes and buttons

g.setColor(Color.***BLACK***);

g.fillOval(125, 130, 15, 15); // Eyes

g.fillOval(160, 130, 15, 15);

g.fillRoundRect(142, 210, 15, 15, 3, 5); // Buttons

g.fillRoundRect(142, 240, 15, 15, 3, 5);

g.fillRoundRect(142, 270, 15, 15, 3, 5);

// Set color for mouth

g.setColor(Color.***BLACK***);

g.fillOval(125, 165, 50,15);

g.setColor(Color.***WHITE***); // Cancel upper portion of oval

g.fillOval(125, 160, 50, 15);

// Set color for nose

g.setColor(Color.***ORANGE***);

g.fillOval(142, 150, 15, 15);

// Set color for hat

g.setColor(Color.***BLACK***);

g.fillRect(85, 110, 130, 10);

g.fillRect(105, 70, 90, 42);

// Establish ribbon for hat

g.setColor(**new** Color(204,0,0));

g.fillRect(105, 107, 90, 3);

// Try to add arms

g.setColor(**new** Color(153, 51, 0));

// Left arm

g.drawLine(40, 205, 100, 225);

g.drawLine(40, 206 , 100, 226);

g.drawLine(40, 207, 100, 227);

g.drawLine(37, 185, 40, 205); // Left hand, first finger

g.drawLine(37, 185, 41, 206);

g.drawLine(37, 185, 42, 207);

g.drawLine(27, 195, 40, 205); // Second finger

g.drawLine(27, 196, 41, 206);

g.drawLine(27, 197, 42, 207);

g.drawLine(23, 206, 40, 207); // Third finger

g.drawLine(23, 207, 40, 207);

g.drawLine(23, 208, 40, 208);

//Right arm

g.drawLine(199, 225, 260, 205);

g.drawLine(199, 226, 260, 206);

g.drawLine(199, 227, 260, 207);

g.drawLine(260, 205, 263, 185); // Right hand, first finger

g.drawLine(260, 205, 264, 186);

g.drawLine(260, 205, 265, 187);

g.drawLine(260, 205, 273, 197); // Second finger

g.drawLine(260, 206, 274, 197);

g.drawLine(260, 207, 275, 198);

g.drawLine(260, 205, 281, 207); // Third finger

g.drawLine(260, 206, 281, 208);

g.drawLine(260, 207, 281, 209);

// Add a line of text

g.setColor(Color.***LIGHT\_GRAY***);

g.drawString("This is my snowman!!! \*\*\* Gracie Approved\*\*\*", 23, 477);

} // End of main

} // End of class

