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DrawStar.java

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```
double x = xCenter + Math.cos(current * ((2 * Math.PI) / nPoints)) *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         double y = yCenter - Math.sin(current * ((2 * Math.PI) / nPoints)) *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 for (int current = 0; current < nPoints; current++) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       int[] arms = { longArm, trough, shortArm, trough };
                                                                                                                                                                                                                                                                                                  frame.setLocationRelativeTo(null); // Center the frame
                                                                                                                                                                                                                                                                                                                 frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                              int yCenter = getHeight() / 2;
int radius = Math.min(getWidth(), getHeight());
int longArm = (int) (radius * 0.4);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      polygon.addPoint((int) x, (int) y);
                                                                                                                                                                                                                                                                                                                                                                                                                      protected void paintComponent(Graphics g)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           int shortArm = (int) (radius * 0.3);
int trough = (int) (radius * 0.15);
                                                                                                                                                                                                                                                                     public static void main(String[] args) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Polygon polygon = new Polygon();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                  int xCenter = getWidth() / 2;
                                                                                                                                                                                                                                                                                                                                                                                         class PolygonsPanel extends JPanel {
                                                                                                                                                                                                                                                                                     DrawStar frame = new DrawStar();
                                                                                                     8
9 public class DrawStar extends JFrame
                                                                                                                                                                                                                                                                                                                                                                                                                                      super.paintComponent(g);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  g.setColor(Color.RED);
g.fillPolygon(polygon);
                                                                                                                                               public DrawStar() {
    setTitle("DrawPolygon");
    add(new PolygonsPanel());
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                int i = current;
                                                                                                                                                                                                                                                                                                                                frame.setSize(400, 400);
                                                                                                                                                                                                                                                                                                                                            frame.setVisible(true);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      int nPoints = 16;
                                                                         6 import javax.swing.JFrame;
                                                                                     7 import javax.swing.JPanel;
                                          4 import java.awt.Graphics;
                                                          5 import java.awt.Polygon;
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3 import java.awt.Color;
1 package lab9.solution;
                                                                                                                                                                                                                                         * Main method
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             arms[i % 4];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          arms[i % 4];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    50
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frame.setSize(800, 350);
                                                                                frame.setVisible(true);
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Logger.getLogger(FakeApp.class.getName()).log(Level.SEVERE, null, ex);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    JPanel topBar = new JPanel(new FlowLayout(FlowLayout.LEFT, 5, 5));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                topBar.setBorder(new LineBorder(Color.LIGHT_GRAY, 1, true));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         b4.setFont(new Font("Arial", Font.BOLD | Font.ITALIC, 12));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        JPanel leftMenu = new JPanel(new GridLayout(6, 1, 5, 5));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          frame.setLocationRelativeTo(null); // Center the frame
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               frame.setTitle("Name: Chan Tai Man / SID: 12345678");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
FakeApp.java
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       leftMenu.setBorder(new TitledBorder("Menu"));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                logo.setBorder(new TitledBorder("Logo"));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        JButton b1 = new JButton("Button 1");
JButton b2 = new JButton("Button 2");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           JButton b4 = new JButton("Button 4");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         JButton b3 = new JButton("Button 3");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           } catch (MalformedURLException ex) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           public static void main(String[] args) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             logo = new JLabel(new ImageIcon(
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 setLayout(new BorderLayout(5, 5));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        add(leftMenu, BorderLayout.WEST);
                                                                                                                                                                                                                                                                                                                                                                                                                                           public class FakeApp extends JFrame {

| public class FakeApp extends JFrame {
| public class FakeApp extends JFrame {
| public class FakeApp extends JFrame {
| public class FakeApp () {
| leftMenu.setBorder(new TitledBord Button | Butto
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          topBar.add(new JLabel("Tools"));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      add(topBar, BorderLayout.NORTH);
                                                                                                                                                                                                                                                                                                                                                                                                                   10 import javax.swing.border.TitledBorder;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        topBar.add(new JLabel("File"));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  topBar.add(new JLabel("Help"));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       add(logo, BorderLayout.CENTER);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          FakeApp frame = new FakeApp();
                                                                                                                                                              4 import java.net.MalformedURLException;
                                                                                                                                                                                                                                                                                                                                                                    9 import javax.swing.border.LineBorder;
                                                                                                                                                                                                                                                                                       7 import java.util.logging.Logger;
                                                                                                                                                                                                                                                     6 import java.util.logging.Level;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         /** Main method */
                                                  1 package lab9.solution;
                                                                                                                                                                                                                                                                                                                               8 import javax.swing.*;
                                                                                                                                                                                                                5 import java.net.URL;
                                                                                                                            3 import java.awt.*;
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              441
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FakeApp.java

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RotatingArcs.java

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frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
TestBorderLayout.java
                                                                                                                                                                                                                                                                                                                                  public static void main(String[] args) {
    TestBorderLayout frame = new TestBorderLayout();
                                                                                                                                                                                                                                                                      jbt.setPreferredSize(new Dimension(100, 100));
                          2 * To change this template, choose Tools | Templates
3 * and open the template in the editor.
                                                                                                                                                                                                                                                          JButton jbt = new JButton("I am a Button");
                                                                                                                                     9 import java.awt.BorderLayout;
                                                                                      import javax.swing.JButton;
import javax.swing.JFrame;
                                                                                                                               10 import java.awt.Dimension;
                                                                5 package lab9.solution;
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TestFlowLayout.java

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frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); public TestFlowLayout() {
 setLayout(new FlowLayout(FlowLayout.LEFT, 5, 5)); jbt.setPreferredSize(new Dimension(100, 100)); * To change this template, choose Tools | Templates TestFlowLayout frame = new TestFlowLayout(); JButton jbt = new JButton("I am a Button"); * and open the template in the editor. 8 import javax.swing.JFrame;
9 import java.awt.FlowLayout; 10 import javax.swing.JButton; 6 7 import java.awt.Dimension; 5 package lab9.solution; localhost:4649/?mode=clike 11 /** 7 localhost:4649/?mode=clike

```
2021/12/10 上午3:07 TestGridLayout.java
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```
/*
* To change this template, choose Tools | Templates

* and open the template in the editor.

/*

package lab9.solution;

import java.awt.Dimension;

import javax.swing.JBrame;

import javax.swing.JBrame;

import javax.swing.JFrame;

import javax.swing.JFrame;

import javax.swing.JBrame;

import javax.swing.JFrame;

import javax.swing.JBrame;

import javax.swing.JBrame = Inmport |

import javax.swing.JBrame;

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