# Algoritharium 2

For this assignment, you will be completing the PaintableCanvas2.java file. There are several methods in that file that you will need to finish, but the assignment needs a little setup first.
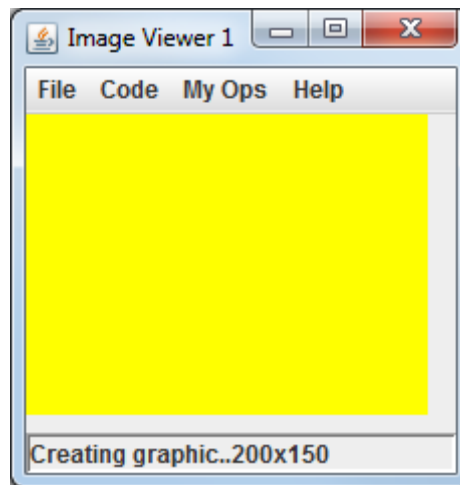
Starting algoritharium.jar
The algoritharium.jar file should still be where you used it in last week's eclipse folder. Find it and double click it to start the program.
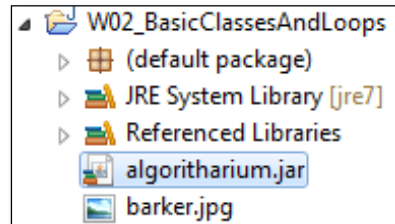
Load an image
Although you can load in any image you want to work with, select File → New to load one that is all yellow.


Load the code
Select Code → Load and open the PaintableCanvas2.class file found in your eclipse folder for this assignment. Note that eclipse must have already compiled this class for you, so be sure to open eclipse first.

Assignment

Complete the following methods to create the following pictures, then turn in your PaintableCanvas2.java file. Don't forget to try them on a different sized picture, like the barker.jpg file in last week's project folder in eclipse just to be sure your loops work correctly and don't give an out of bounds error.
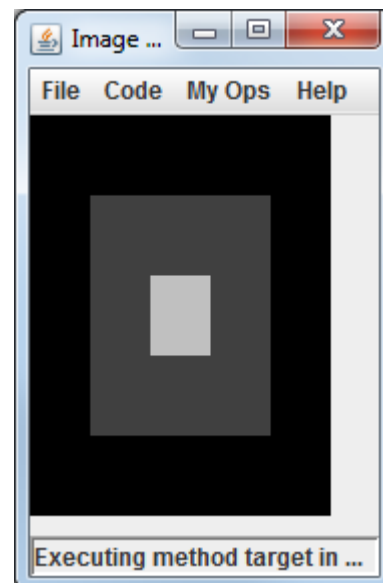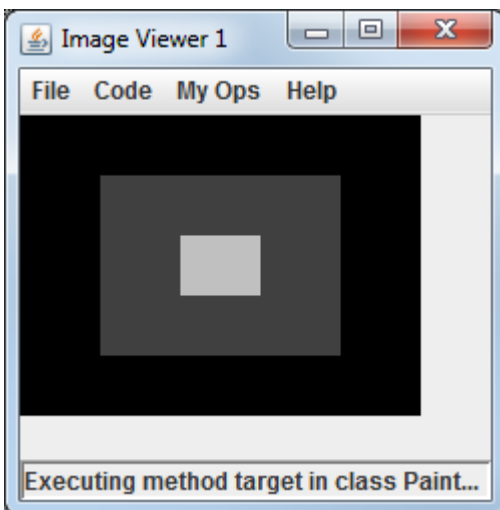
steps

This method should draw a black line in a step fashion every 5 pixels, (more notes in the .java file) as shown in the following figures:
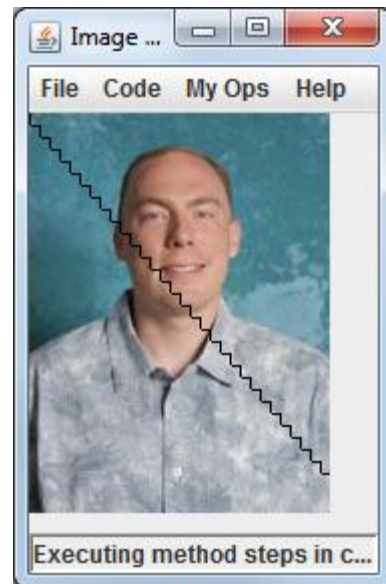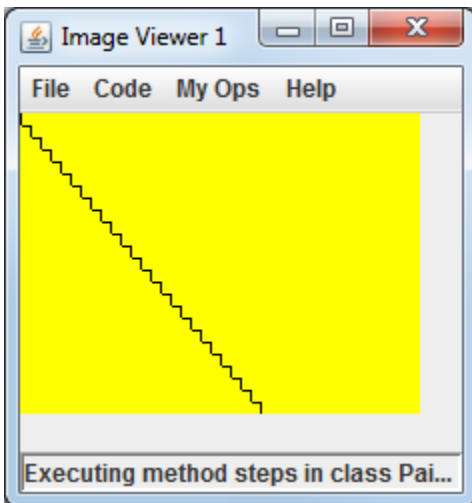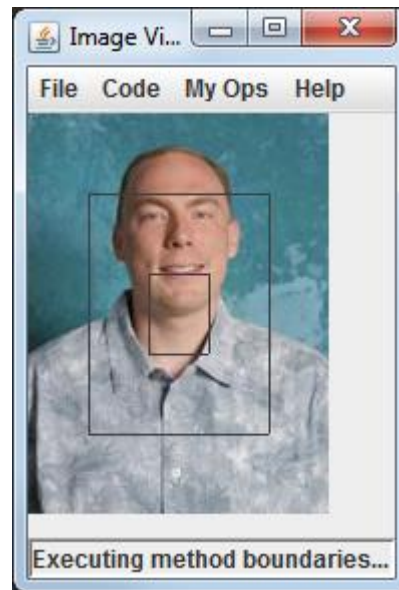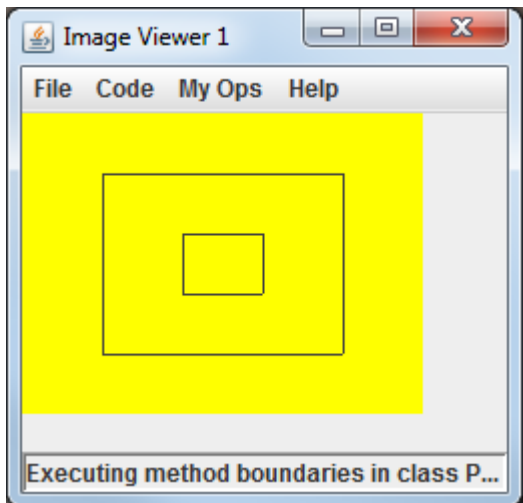

squares

This method should add 3 black/gray colors. Note, that the first boundary is at 20% and the next boundary is at 40%. This is shown in the following figures:

boundaries

This method should add square patterns at 20% and 40% in Dark_Gray as seen in the following pictures.

randomMovement

This method should start in the center of the picture, and move randomly either up, down, left, or right until the line exits the image as seen in the following pictures