Programming Assignment G1

Assignment Goal:

In this chapter, you were introduced to the graphics class. There are a number of methods to draw different shapes.

Assignment Specifications:

Create a GUI app and draw a picture using the various draw methods. Your picture should use at least 3 colors and include at least one each of the following shapes: line, rectangle, oval, arc, label. Use both filled and outlined shapes. You may include an image as well. If you want to be really creative, draw a polygon.

Deliverables (what you are to submit):

1. Planning document.
   1. Program Outline
   2. Methods
   3. Data items
   4. Sample output. It can be a rough sketch.
   5. Test Data – since this is just a picture, it should match your sketch closely.
2. Your complete project folder in zip format.

Programming Assignment G1

Planning Document Template

Name: \_\_\_Daniel Cender\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Program Outline:** < This is an outline of what your program is to do. Be detailed. >

The program will draw a blue oval(ellipse) onto the center of the screen.

Draw a red string of text.

The program will draw a pink rectangle on the left side of the screen.

The program will draw a black arc and red line on the right side of the screen.

**Methods:** < This is a list of methods you will define in your program. >

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Function** | **Access Modifier(1)** | **Method Name** | **Parameters (dataType identifier)** | **Return Type (2)** |
| Main method: | public static | main() |  | void |
|  |  |  |  |  |

1. Access Modifier: local, public, private, protected

2. Return Type: void, string, char, byte, short, integer, long, double, float, boolean, object, etc.

**Data Items:** < This is a list of fields (variables, constants, and objects you will need. >

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Data Item** | **Source (1)** | **Access Modifier (2)** | **Data Type (3)** | **Identifier** | **Notes** |
| Graphics Object | instance | public | Graphics | g |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

1. Source (where the data comes from): calculated, input, constant, parameter, instance, object

2. Access Modifier: local, public, private, protected

3. Data Type: string, char, byte, short, integer, long, double, float, boolean, object, etc.

**Sample Output:** < What will the user see? >

