Constructor Practice: Text Objects

Mr. Neat
Java

Graphics Library: Horstmann.com

Application Programming Interface

API
http://horstmann.com/sjsu/graphics/api/index.html

Next Lab...

Write your name on a *Rectangle* object.

Hints

- construct a *Rectangle* object and *draw* it
- construct a *Text* object (look up the parameters) and *draw* it
- check out the *Text grow* method to change the *Text* size