Object Oriented Programming: Constructing a Rectangle

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Java

Two Things Cool about Java:

1) graphics
2) event driven

try to emphasize these for a few labs...

Graphics Library: Horstmann.com

Application Programming Interface

API

Graphics Library: Horstmann.com

The API for the graphics package we will use:

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

(paste this link into your browser)

Graphics Library: constructing a Rectangle object

Rectangle(double x, double y, double w, double h)

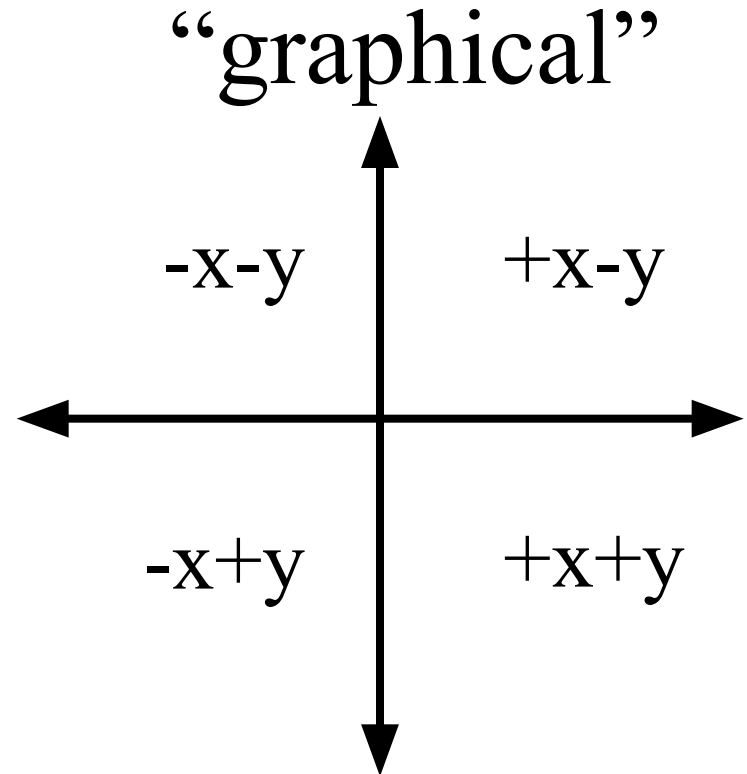Constructs a rectangle at the coordinates (x,y), with a width (w) and a height (h)..
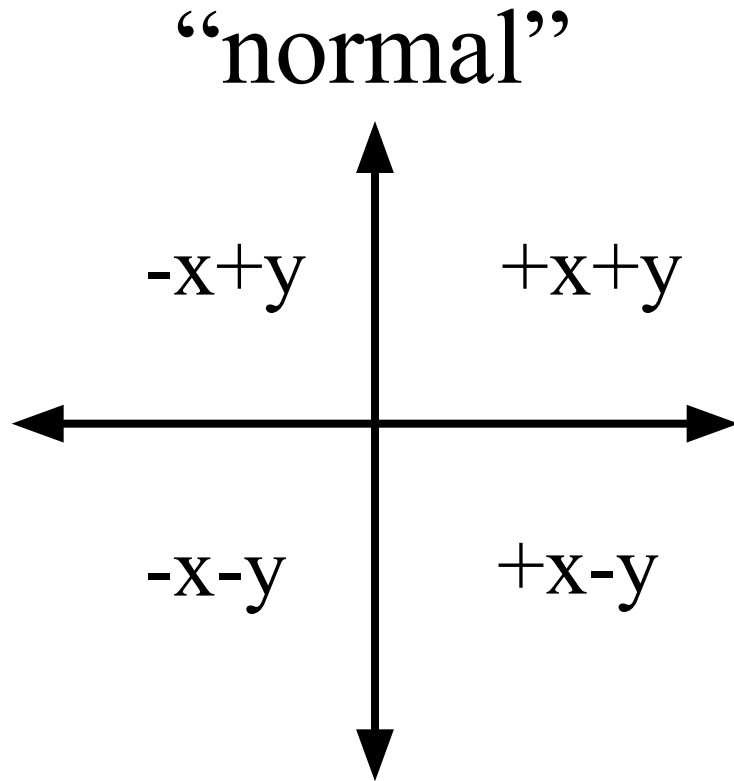
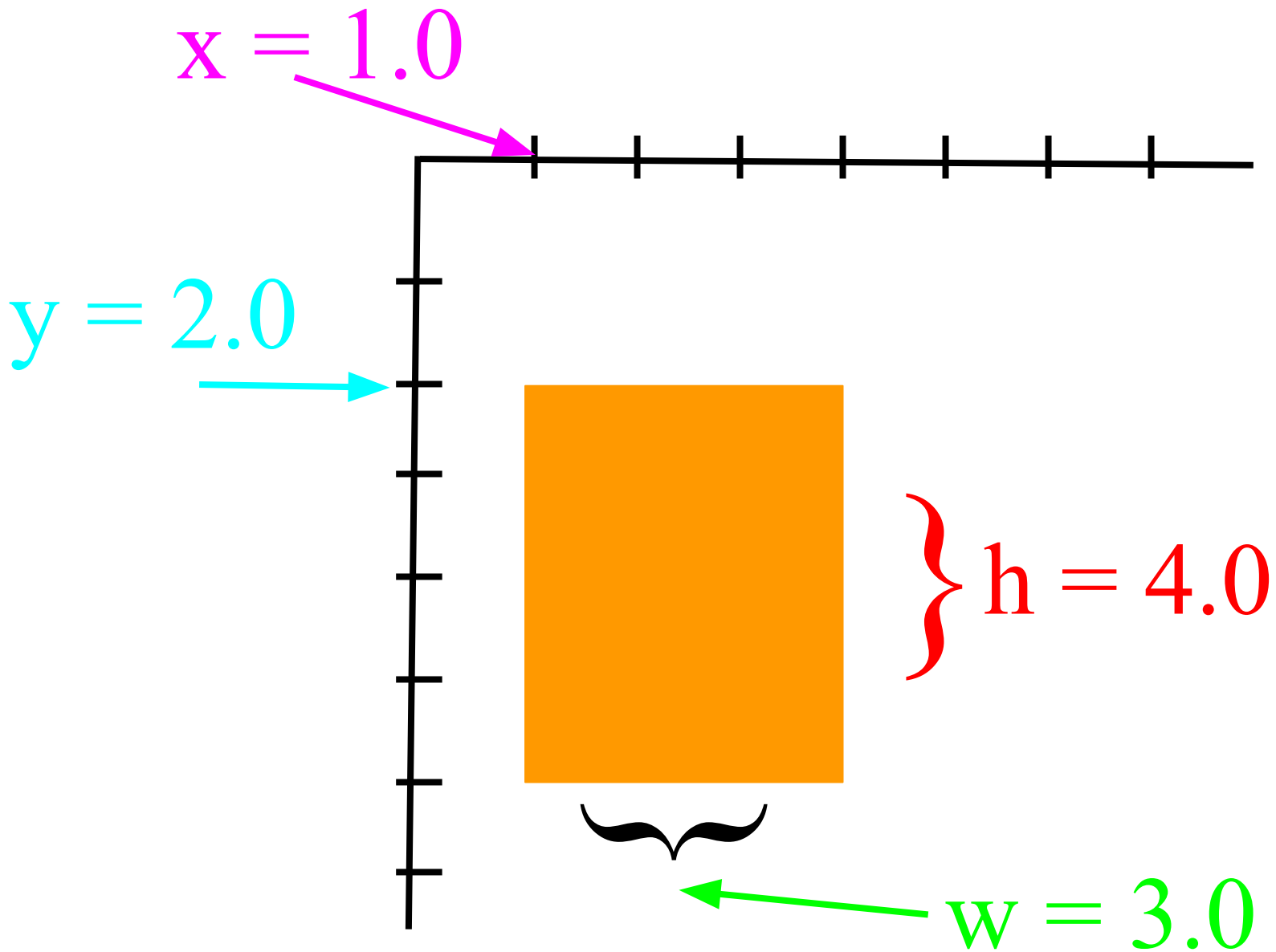# Graphics Library: constructing a Rectangle object

formal parameters

Rectangle(double x, double y, double w, double h)

Constructs a rectangle at the coordinates (x,y), with a width (w) and a height (h)..

Graphics Coordinate System

"normal"

-x+y   +x+y

-x-y   +x-y

"graphical"

-x-y   +x-y

-x+y   +x+y

think of origin in the upper
left hand corner of your window

x = 1.0

y = 2.0

} h = 4.0

w = 3.0

Rectangle sam = new Rectangle(1.0, 2.0, 3.0, 4.0);

Calling Java Methods

General Notation: object name . method()

English Metafore   noun . verb()

Example   sam.draw();

Next Lab...

Make a Rectangle (or two…)