

Method Madness

In my Method Madness Program I used a total of eight methods, isn't that just madness!!

My project is called Harris_3_javafxintro, and in this program I have many shapes and text around in the canvas. In my canvas I have circles, squares, rectangles, and triangles. I think my program is cool because it isn't defined by one thing, it has many components that together make my art what it is.

As an example, one of my methods creates multiple ovals that can be seen from the top left corner going down to the bottom right hand corner. In this program I use a "for loop" to make identical ellipsicals.

I used the following methods:

```

1  ...5 lines
2  package harris_3_javafxintro;
3
4  import javafx.application.Application;
5  import javafx.scene.Group;
6  import javafx.scene.Scene;
7  import javafx.scene.canvas.Canvas;
8  import javafx.scene.canvas.GraphicsContext;
9  import javafx.scene.paint.Color;
10 import javafx.scene.shape.ArcType;
11 import javafx.stage.Stage;
12
13 /**...4 lines */
14 public class Harris_3_Javafxintro extends Application {
15
16
17
18
19
20
21
22
23
24
25
26 /**...3 lines */
27 public static void main(String[] args) {
28     launch(args);
29 }
30
31 @Override
32 public void start(Stage primaryStage) {
33     primaryStage.setTitle("Drawing Operations Test");
34     Group root = new Group();
35     Canvas canvas = new Canvas(1000, 1000);
36     GraphicsContext gc = canvas.getGraphicsContext2D();
37     drawBackround(gc);
38     drawShapes(gc);
39     drawHouse(gc);
40     drawLotsOfCircles(gc, 500);
41     drawLotsOfCirclesReverse(gc, 500);
42     drawTriangleLeftandRight(gc);
43     drawTriangleBottom(gc);
44     drawTriangleTop(gc);
45     writeThisTotallyDeservesaONEHUNDRED(gc);
46     root.getChildren().add(canvas);
47     primaryStage.setScene(new Scene(root));
48     primaryStage.show();
49 }
50
51
52 private void drawHouse(GraphicsContext gc) {
53     gc.fillText("My Drawings", 740, 15);
54     gc.strokeRect(87, 50, 50, 60);
55     gc.strokeRect(25, 32, 50, 60);
56     gc.strokeRect(52, 113, 150, 60);
57     gc.strokeRect(45, 51, 50, 60);
58     gc.strokeRect(64, 35, 510, 60);
59 }

```

Method Madness

```

58     gc.strokeRect(64, 35, 510, 60);
59 }
60
61
62 private void drawBackroud(GraphicsContext gc){
63     gc.setStroke(Color.web("#00FF00"));
64     gc.strokeRect(0,0,1000,1000);
65     gc.fillRect(0, 0, 1000, 1000);
66 }
67 private void drawShapes(GraphicsContext gc) {
68     gc.setFill(Color .BLUEVIOLET);
69     gc.setStroke(Color .GOLD);
70 }
71
72 private void drawTriangleLeftandRight(GraphicsContext gc) {
73     gc.strokeRect(0,300,1000,1000);
74     gc.setStroke(Color.web ("BLANCHEDALMOND"));
75     gc.setFill(Color.web ("DARKORANGE"));
76 }
77 private void drawTriangleBottom(GraphicsContext gc){
78     gc.setFill(Color .BLUEVIOLET);
79     gc.fillPolygon (new double[]{0, 500, 1000},new double[]{1000,650,1000}, 3);
80 }
81 private void drawTriangleTop(GraphicsContext gc){
82     gc.setFill(Color .CYAN);
83     gc.fillPolygon (new double[]{0, 500, 1000},new double[]{300,650,300}, 3);
84 }
85 private void drawTriangleRight(GraphicsContext gc){
86     gc.setFill(Color .BLUEVIOLET);
87     gc.fillPolygon (new double[]{0, 500, 1000},new double[]{1000,650,1000}, 3);
88 }
89 private void drawTriangleLeft(GraphicsContext gc){
90     gc.setFill(Color .BLUEVIOLET);
91     gc.fillPolygon (new double[]{0, 500, 1000},new double[]{1000,650,1000}, 3);
92 }
93 private void drawSomeCircles(GraphicsContext gc, int num1, int num2, int num3 ) {
94     gc.setFill(Color .SKYBLUE);
95     gc.fillOval(num1, num2, num3, 5);
96 }
97 private void drawLotsOfCircles(GraphicsContext gc, int num) {
98     for(int i = 0; i<num; i++){
99         drawSomeCircles(gc, 25*i, (i*25), 25);
100     }
101 }
102
103 private void drawLotsOfCirclesReverse(GraphicsContext gc, int num) {
104     for(int t = 0; t<num; t++){
105         drawSomeCircles(gc, 25*t, (t*25), 25);
106     }
107 }

```

When I did the Triangles method I used a polygon command since there is no triangle option. I used two sets of three numbers. In the first pair was 0, 500, and 1000, x1, x2, x3. And the second pair is “”, y1, y2, y3. And the number three at the end represents how many points there are on the triangle.

```

71 }
72 private void drawTriangleLeftandRight(GraphicsContext gc) {
73     gc.strokeRect(0,300,1000,1000);
74     gc.setStroke(Color.web ("BLANCHEDALMOND"));
75     gc.setFill(Color.web ("DARKORANGE"));
76 }

```

```

77 private void drawTriangleBottom(GraphicsContext gc){
78     gc.setFill(Color .BLUEVIOLET);
79     gc.fillPolygon (new double[]{0, 500, 1000},new double[]{1000,650,1000}, 3);
80 }

```

```

81 private void drawTriangleTop(GraphicsContext gc){
82     gc.setFill(Color .CYAN);
83     gc.fillPolygon (new double[]{0, 500, 1000},new double[]{300,650,300}, 3);
84 }

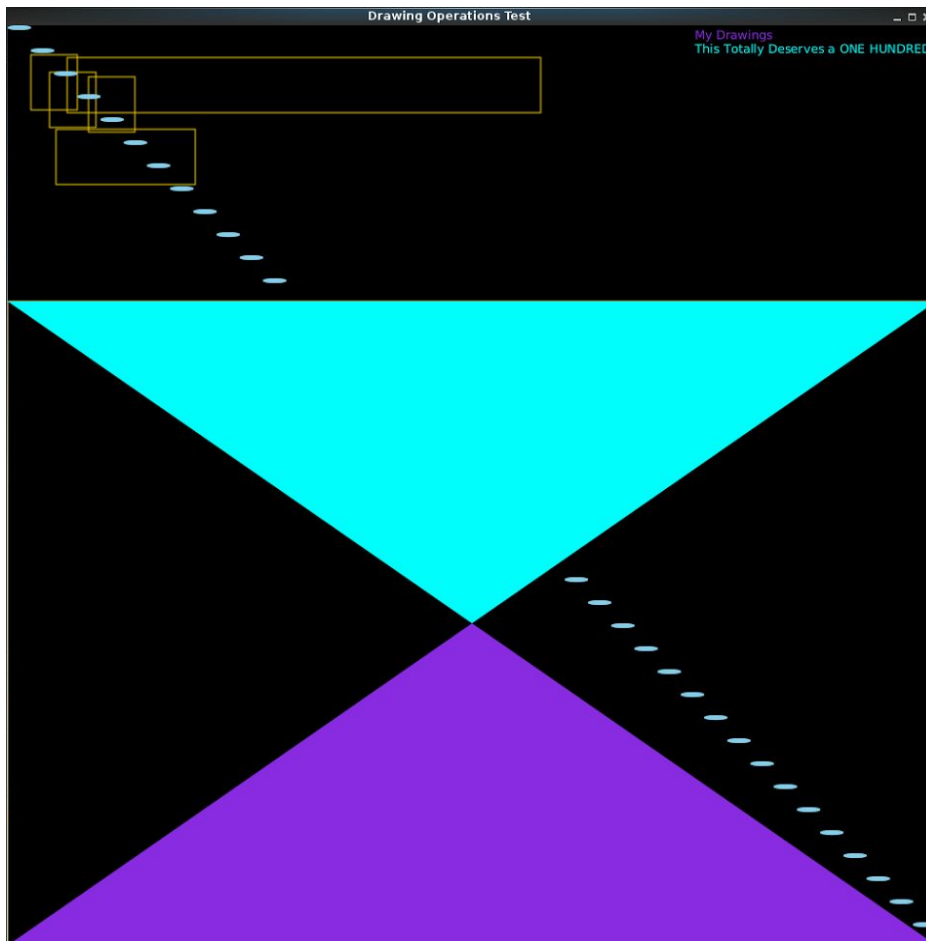
```

Method Madness

```
85 private void drawTriangleRight(GraphicsContext gc){  
86     gc.setFill(Color .BLUEVIOLET);  
87     gc.fillPolygon (new double[]{0, 500, 1000},new double[]{1000,650,1000}, 3);  
88 }
```

```
89 private void drawTriangleLeft(GraphicsContext gc){  
90     gc.setFill(Color .BLUEVIOLET);  
91     gc.fillPolygon (new double[]{0, 500, 1000},new double[]{1000,650,1000}, 3);  
92 }
```

In all of my Methods I passed (gc) so that it could be drawn on the canvas (1000px by 1000px). My class Constructors is the main method that does everything in my project. it calls my methods, and makes the canvas, and does the Graphics context.



Method Madness

With all of these programs it makes something magnificent and spectacular and definitely deserves a one hundred.