

Student Name: Christopher Felix

Project: N-Sided Regular Polygon

Problem Description:

Write a program that displays a regular polygon and uses two buttons named +1 and -1 to increase or decrease the size of the polygon, as shown in the following figure.

Your Task:

1. Create the RegularPolygonPane class for displaying an n-sided regular polygon. n is a data field in RegularPolygonPane.
2. Write the code to handle the action events from the buttons to change the number of the sides in a RegularPolygonPane object and redisplay it.

Submit the following items:

1. Compile and Submit
2. Fill in self-evaluation:

1. Can your program create the UI?

Yes. The UI consists of a pane to display the polygon and buttons to adjust the sides.

2. Can your program display one polygon correctly?

Yes. The polygonPane starts with a triangle.

3. Can your program display n-side polygon correctly?

Yes. Changing the sides field redraws the polygon with the correct number of sides.

4. Can your program handle action event from the buttons?

Yes. The buttons increase or decrease the number of sides.

5. Can your program redisplay the polygon when the user clicks the Buttons?

Yes. It redraws the polygon immediately.

6. Can your program resize the polygon when the user resizes the frame?

Yes. The layoutChildren method ensures the polygon resizes with the frame.