

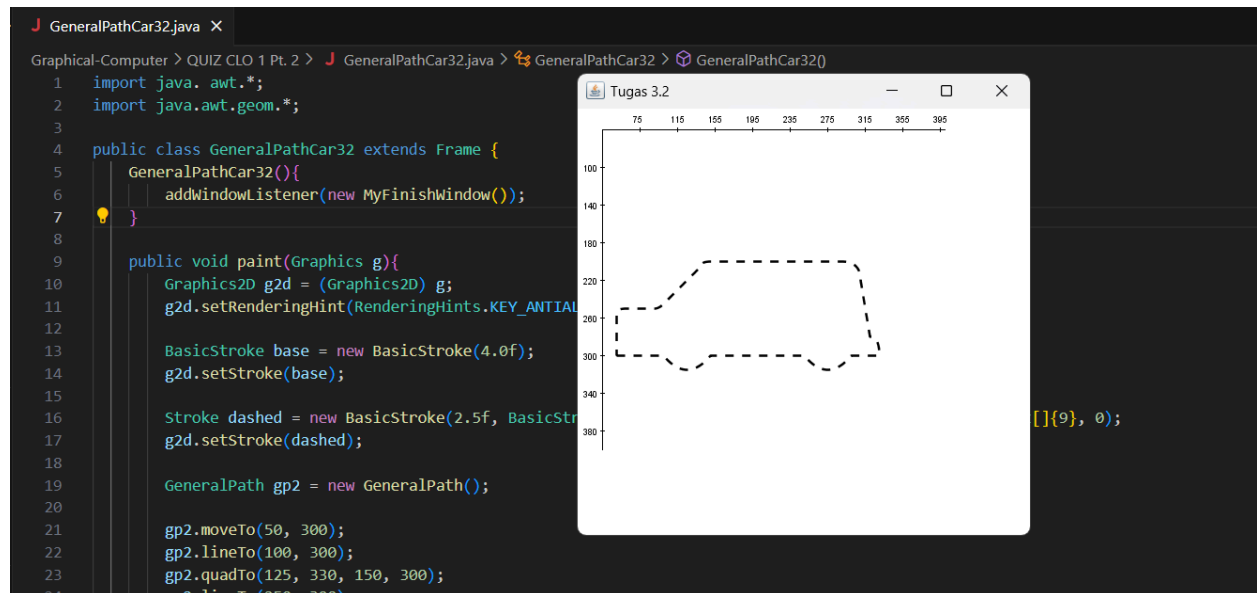
## GRAPHICAL COMPUTER - QUIZ CLO 1 PT 2

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<https://github.com/HHHAAAANNNNN/Graphical-Computer>

GeneralPathCar32.java



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GeneralPathCar32.java X
Graphical-Computer > QUIZ CLO 1 Pt. 2 > GeneralPathCar32.java > GeneralPathCar32 > GeneralPathCar32()
1  import java.awt.*;
2  import java.awt.geom.*;
3
4  public class GeneralPathCar32 extends Frame {
5      GeneralPathCar32(){
6          addWindowListener(new MyFinishWindow());
7      }
8
9      public void paint(Graphics g){
10         Graphics2D g2d = (Graphics2D) g;
11         g2d.setRenderingHint(RenderingHints.KEY_ANTIALIASING, RenderingHints.VALUE_ANTIALIAS_ON);
12
13         BasicStroke base = new BasicStroke(4.0f);
14         g2d.setStroke(base);
15
16         Stroke dashed = new BasicStroke(2.5f, BasicStroke.DASH_ARRAY_1, BasicStroke.DASH_ARRAY_2);
17         g2d.setStroke(dashed);
18
19         GeneralPath gp2 = new GeneralPath();
20
21         gp2.moveTo(50, 300);
22         gp2.lineTo(100, 300);
23         gp2.quadTo(125, 330, 150, 300);
24         gp2.lineTo(250, 200);
25         gp2.lineTo(250, 300);
26         gp2.lineTo(150, 300);
27         gp2.lineTo(100, 300);
28         gp2.closePath();
29
30         g2d.draw(gp2);
31     }
32 }
```

Tugas 3.2

The preview window shows a dashed outline of a car on a coordinate grid. The x-axis ranges from 75 to 395, and the y-axis ranges from 100 to 380. The car's path is defined by the following points: (50, 300), (100, 300), (125, 330), (150, 300), (250, 200), (250, 300), (150, 300), and (100, 300).