ETE 4141L   **Laboratory #7**
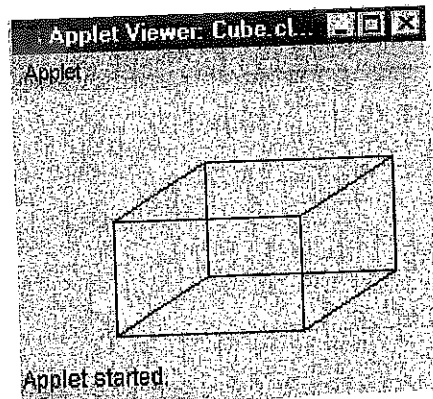
Objectives: To learn how to draw different shapes using GUI components from javaFx library.

Problem 1:   Using Line class of GUI, write a java program to draw the cube as shown in the diagram below (use javaFx not applet):

Problem 2:   Use the basic shapes you learned to draw a house. Be sure to include at least two windows and a door. Feel free to draw other objects as well, such as sun, sky, some text with your name. Try to be creative.