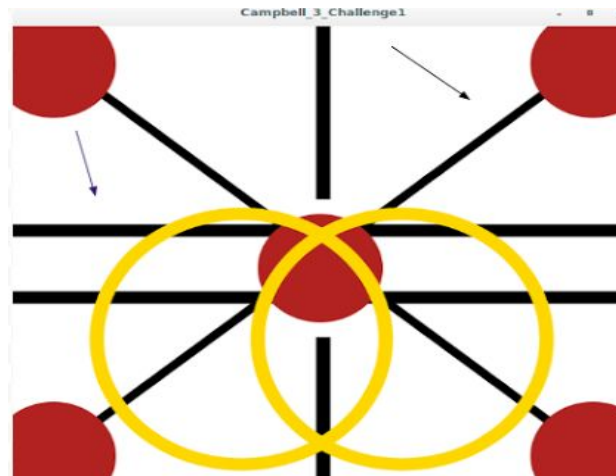


Methods Madness

My Methods Madness project creates a picture using methods and the use of javaFX codes. My art is a more modern piece with many lines, circles and ovals. I think my project is more on the messy and modern side because of all the other projects being made in this class some with animation and interactivity. My project has around 4 methods each being used for a certain shape. EX:

```
private void drawSomeLines(GraphicsContext gc){  
    gc.setLineWidth(10);  
    gc.strokeLine(0, 0, 650, 550);  
    gc.strokeLine(0, 550, 650, 0);  
    gc.setLineWidth(15);  
    gc.strokeLine(325, 0, 325, 200);|  
    gc.strokeLine(325, 650, 325, 380);  
    gc.strokeLine(0, 325, 300, 325);  
    gc.strokeLine(650, 325, 300, 325);  
    gc.strokeLine(0, 245, 300, 245);  
    gc.strokeLine(650, 245, 300, 245);  
}
```

My method, *drawSomeLines*, is used specifically for the lines in my art project. In this method notice *gc.setLineWidth* is used twice in the method and they are used for different line sizes.



Notice how the arrows are pointing to two different sized lines this is because of the *gc.setLineWidth* being in the place they are at in the the method.

Another example of my methods is the colors i put in my picture to make it more lively.

```

gc.strokeLine(0, 550, 650, 0);
gc.setLineWidth(15);
gc.strokeLine(325, 0, 325, 200);
gc.strokeLine(325, 650, 325, 380);
gc.strokeLine(0, 325, 300, 325);
gc.strokeLine(650, 325, 300, 325);
gc.strokeLine(0, 245, 300, 245);
gc.strokeLine(650, 245, 300, 245);
}

private void drawCircles(GraphicsContext gc) {
gc.setFill(Color.FIREBRICK);
gc.fillOval(-20, -20, 130, 130);
}

```

The code segment *gc.setStroke(color.GOLD) & gc.setStroke(color.FIREBRICK)* is used to change the color of all the ovals to reddish and gold.

```

private void drawSomeLines(GraphicsContext gc){
private void drawCircles(GraphicsContext gc) {

```

Almost every single line of code in my project used the class *GraphicsContext* or *gc* as you can see in some of the past examples i have use in this essay. *GraphicsContext gc = canvas.getGraphicsContext2D()* was the original line of code that was used to set up every line of code that used the class *gc* that code was to get all or most of the 2D shapes shown on my art piece. I think my project is cool because it follows a certain pattern and I had to line up every X and Y point precisely; the patterns used with the colors also makes my project cool and unique with a more sci-fi and modern look to it.