Formative Essay Project - Kristine Lafuente

By using methods, my code creates an image. My art is cool because I used methods to make colorful shapes that create an image. It is different from the previous art project because I did not just make random placed shapes. Instead, I made an image with the shapes. Because I am new to computer science, I know that my art is definitely not as advanced as some of my classmates, but this project is giving me experience that will be useful in future projects for this class. My art follows the design principles of encapsulation by using many methods that form different shapes. These shapes come together as one component to form a single picture.

The class we used is GraphicsContext, and it is used in the methods I created. Here are my methods:

```
44          }
45          private void Strawberry(GraphicsContext gc) {
46          gc.setFill(Color.HOTPINK);
47          gc.fillOval(70, 110, 100, 100);
48          }
49          private void Mint(GraphicsContext gc) {
50          gc.setFill(Color.MEDIUMSPRINGGREEN);
51          gc.fillOval(62, 187, 120, 120);
52          }
53          private void Cherry(GraphicsContext gc) {
54          gc.setFill(Color.RED);
55          gc.fillOval(90, 85, 30, 30);
56          }
57          private void Cone(GraphicsContext gc) {
58          gc.setFill(Color.TAN);
59          gc.fillRect(87, 300, 70, 130);
60          }
61          private void Rect(GraphicsContext gc) {
62          gc.fillRect(75, 290, 95, 60);
63          }
64          }
```

The first three methods make three circles of different shapes, colors, and positions. The number values for ovals like gc.fillOval(70, 110, 100, 100); form how wide and long the oval is. The numbers also determine where on the canvas the ovals will be positioned.

The methods typed like gc.setFill(Color.HOTPINK); give color to the shapes made. The fourth and fifth methods create rectangles. The numbers following the method to make a rectangle are there for sizing and positioning the quadrilateral. Before every method that I typed shown above, I used the modifier "private" and the return "void". With these four methods, I managed to make a two scoop ice cream cone with a cherry on top. I named each shape in my methods Strawberry, Mint, Cherry, Cone, and Rect to represent parts of my image.

Here is my art:

I created an ice cream cone. I have never imagined myself making an image on a computer using code. Now that I have made an image on my own, I only want to

keep getting better and get more experience. By the end of the school year, I want to gain more knowledge about computer science, and create a more advanced image.