

## Exercise 1

*A printed report showing [1] the problem, [2] solution methods, [3] codes developed, and [4] outputs produced for the assignment indicated is due during and/or before the end of the class on Thursday, 5 March 2020. **The deadline is strictly observed.***

1- Create a hierarchy of Java classes as follows:

MyLine *is\_a* MyShape;  
MyPolygon *is\_a* MyShape;  
MyCircle *is\_a* MyShape.

### Class MyShape:

Class MyShape is the hierarchy's superclass and inherits the Java class Object. An implementation of the class defines a point  $(x, y)$  and the color of the shape. The class includes appropriate class constructors and methods, including methods that perform the following operations:

- a. *getX, getY, getColor* – returns the point  $(x, y)$  and color of the MyShape object;
- b. *setX, setY, setColor* – sets the point  $(x, y)$  and color for the MyShape object;
- c. *toString* – returns the object's description as a String. This method must be overridden in each subclass in the hierarchy.
- d. *draw* – draws a MyShape object. This method must be overridden in each subclass in the hierarchy. For the MyShape object, it paints the drawing canvas in the color specified.

### Class MyLine:

Class MyLine inherits class MyShape. The MyLine object is a straight line defined by the endpoints  $(x_1, y_1)$  and  $(x_2, y_2)$ . The MyLine object may be of any color. The class includes appropriate class constructors and methods that perform the following operations:

- a. *getLength* – returns the length of the MyLine object;
- b. *get\_xAngle* – return the angle (in degrees) of the MyLine object with the x-axis;
- c. *toString* – returns a string representation of the MyLine object: length and angle with the x-axis;
- d. *draw* – draws a MyLine object whose end points are  $(x_1, y_1)$  and  $(x_2, y_2)$ .

### Class MyPolygon:

Class `MyPolygon` inherits class `MyShape`. The `MyPolygon` object is a *regular* polygon defined by the integer parameter,  $N$ — the number of the polygon's equal side lengths and equal interior angles, and the radius,  $r$ , in which it is inscribed. The `MyPolygon` object may be filled with a color. The class includes appropriate class constructors and methods that perform the following operations:

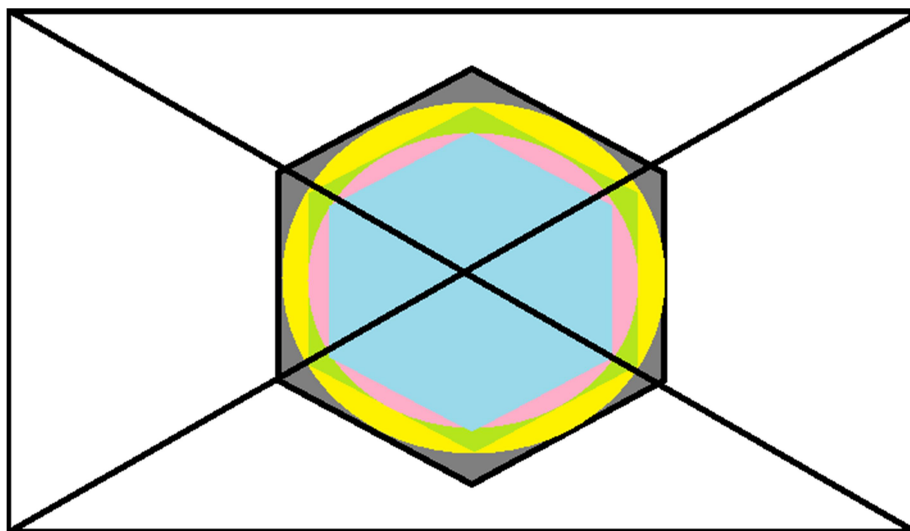
- e.* `getArea`— returns the area of the `MyPolygon` object;
- f.* `getPerimeter`— returns the perimeter of the `MyPolygon` object;
- g.* `getAngle`— return the interior angle (in degrees) of the `MyPolygon` object;
- h.* `getSide`— returns the side length of the `MyPolygon` object;
- i.* `toString`— returns a string representation of the `MyPolygon` object: side length, interior angle, perimeter, and area;
- j.* `draw`— draws a `MyPolygon` object whose center point  $(x, y)$  is defined in class `MyShape` and inscribed in a circle of radius  $r$ .

### **Class `MyCircle`:**

Class `MyCircle` inherits class `MyShape`. The `MyCircle` object is defined by its radius,  $r$ , and center  $(x, y)$ , and may be filled with a color. The `MyCircle` class includes appropriate class constructors and methods that perform the following operations:

- a.* `getArea`— returns the area of the `MyCircle` object;
  - b.* `getPerimeter`— returns the perimeter of the `MyCircle` object;
  - c.* `getRadius`— returns the radius of the `MyCircle` object;
  - d.* `toString`— returns a string representation of the `MyCircle` object: radius, perimeter, and area;
  - e.* `draw`— draws a `MyCircle` object of radius  $r$ . The center point  $(x, y)$  of the circle is defined in class `MyShape`.
- 2- Use JavaFX graphics and the class hierarchy to draw a geometric configuration comprised of a sequence of alternating concentric circles and their inscribed hexagons as illustrated below, subject to the following additional requirements:
- a.* The code is applicable to canvases of variable height and width;
  - b.* The dimensions of the shapes are proportional to the smallest dimension of the canvas;
  - c.* The hexagons and circles are filled with different colors of your choice, specified through a `MyColor` enum class.

Explicitly specify all the classes imported and used in your Java code.



Best wishes

Hesham A. Auda

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