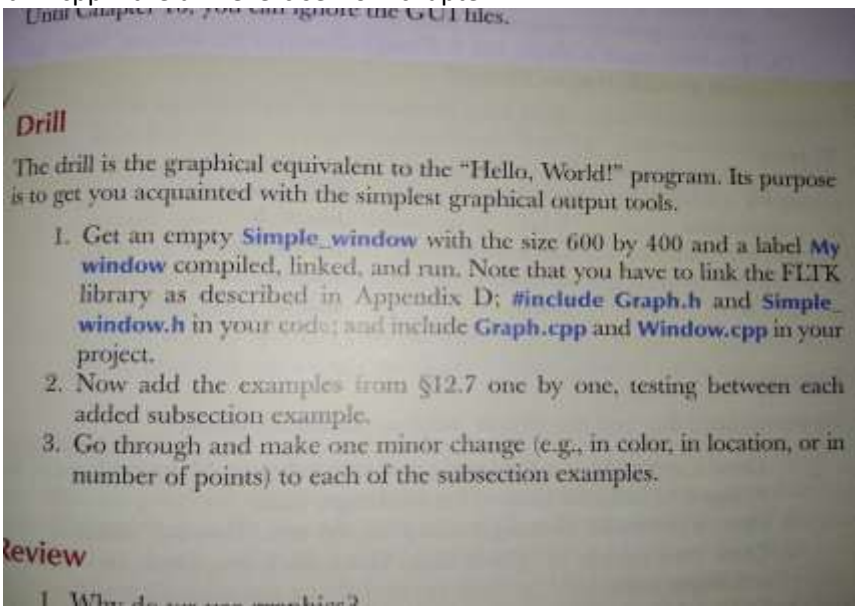
drill.cpp – the drill exercise from chapter 12



Until chapter 16, you can ignore the GUI files.

Drill

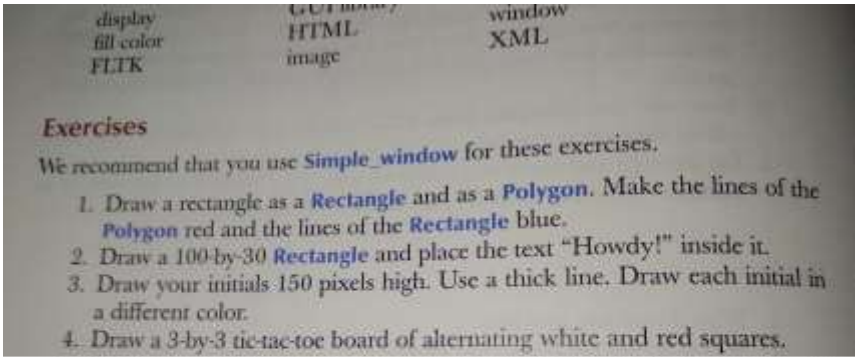
The drill is the graphical equivalent to the "Hello, World!" program. Its purpose is to get you acquainted with the simplest graphical output tools.

1. Get an empty **Simple_window** with the size 600 by 400 and a label **My window** compiled, linked, and run. Note that you have to link the FLTK library as described in Appendix D; **#include Graph.h** and **Simple_window.h** in your code; and include **Graph.cpp** and **Window.cpp** in your project.
2. Now add the examples from §12.7 one by one, testing between each added subsection example.
3. Go through and make one minor change (e.g., in color, in location, or in number of points) to each of the subsection examples.

Review

1. Why do we use graphics?

exercise.cpp – exercises from 1 to 4 from chapter 12



display
fill color
FLTK
HTML
image
window
XML

Exercises

We recommend that you use **Simple_window** for these exercises.

1. Draw a rectangle as a **Rectangle** and as a **Polygon**. Make the lines of the **Polygon** red and the lines of the **Rectangle** blue.
2. Draw a 100-by-30 **Rectangle** and place the text "Howdy!" inside it.
3. Draw your initials 150 pixels high. Use a thick line. Draw each initial in a different color.
4. Draw a 3-by-3 tic-tac-toe board of alternating white and red squares.