Worksheet W.A.2.1   Name_____

OBJECTS AND CLASSES

The following object declarations and initializations will be used for all exercises. This code will create a DrawingTool object called *marker* and a SketchPad object called *poster*. The *poster* will have dimensions of 600 X 600, and the *marker* will be constructed to be used on the *poster*. Each drawing will begin at the center of the poster at the point (0,0).

```
DrawingTool marker;
SketchPad poster;

poster = new SketchPad(600,600);
marker = new DrawingTool(poster);
```

1.   Draw the figure on paper generated by the following code segment:

```
marker.drawCircle(50);
marker.drawString("Small");
marker.up();
marker.move(0,120);
marker.down();
marker.drawCircle(70);
marker.drawString("Big");
```

2.   Enhance #1 by writing code to draw a third circle labeled "Middle" that connects the centers of circles "Small" and "Big." Draw the figures.

3.   Enhance #1 by writing code to draw three circles, all tangent to "Big." The first should be drawn to the immediate left of "Big" with a radius of 30 units and labeled "Left." The second should be drawn directly above "Big" with a radius of 40 units and labeled "Above." The third should be drawn to the immediate right of "Big" with a radius of 50 units and labeled "Right." Draw the figures.