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COS 225
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Project 2 Preliminary Exploration

Reading through Project 2 I discovered that we are going to be exploring 'Turtle Geometry' and implementing Turtle graphics at an introduction level of difficulty. We are tasked with drawing a few different shapes on a background through the methods of separate classes such as, Turtle, TurtleController, TurtleDrawings, TurtlePanel, and TurtleTest. The mentioned classes were provided for us through BlackBoard and have the groundwork completed to give us a head start on our project.

The first class that I worked on was called TurtleDrawings and is used to define the actual drawing commands by giving the appropriate coordinates where and how you want your Turtles to be drawn. Here we were told to draw a circle, spiral, spiral-increasing, spiral-square, and a square. Using online documentation for Turtle graphics I was able to look at examples and attempt to implement the shapes into my own application. We were also provided a 'sample' output screenshot that displays the desired drawings so we can use it as a reference to see if our work is implemented correctly.

The next class I worked on was named TurtlePanel and served as the class in charge of creating a JPanel for out program. While TurtleDrawings defines how the shapes will be produced, TurtlePanel lists where the drawings will be placed and what size they will be. Furthermore, TurtlePanel is tasked with controlling the JPanel dimensions.

The next class I worked on was named Turtle and is used to define the actual Turtle itself, which is a type of graphic implementation. Here I put in a few functions that we will use in the upcoming projects and will not interfere with the current project.

The final class that I used was named 'TurtleTest' and is a simple class that creates the JFrame for our project and is used to launch the program that should in turn display a window with the desired drawings displayed.

Overall I have been able to make great progress with this project and have been able to recreate all the drawings that we have been tasked with. I also have commented the classes thoroughly and only need to do the peer review. To do the peer review I need to ask a few questions in class about how to conduct that part of our project. A large part of my success has come from reading the chapters in the book that move alongside our assigned projects that offer examples and explanations to the tools that we are currently using.

Having everything completed minus the peer review has me a little sad that I was not able to upload the project before the preliminary exploration was due, but also happy that am on track with my progress and should easily be able to finish Project 2 before the actual due date. I would also like to apologize for submitting Project 1 late. Project 1 was extremely challenging by underestimated the required resources that would be needed. To correct this issue I have taken actions to better prepare myself for the upcoming projects and look forward to developing my understanding of Object-oriented design and subsequently, Java.