Jessie Romero

CMSC 405

Project 1

In this project you will create 3 simple, images or your choice and use Java 2D graphic methods to rotate, scale and translate each of the images.

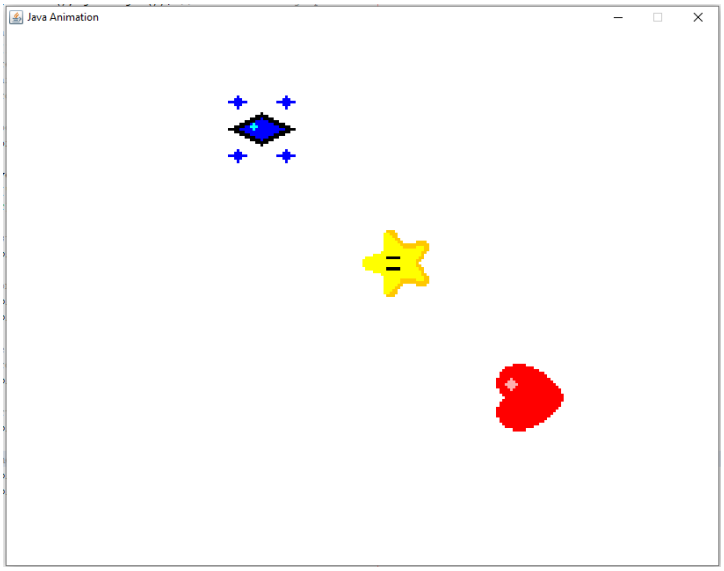
Test Plan

	Aspect being tested	Input	Expected Output	Actual Output	Pass?
1	Frame 1	Resets transform holder	Default image	As expected	Yes
2	Frame 2	Translate x = -5 Translate y = +7	Image cords -5,7	As expected	Yes
3	Frame 3	Rotation = 45*Math.PI/180	Rotate 45 degrees counter clockwise	As expected	Yes
4	Frame 4	Rotation - = 90*Math.PI/180	Rotate 90 degrees clockwise	As expected	Yes
5	Frame 0	Scale x = 2 Scale y = 0.5	Skews image	As expected	Yes

Important to note that each frame builds off the previous frame. You will see in test case 3 & 4 that they both look rotated by only 45 degrees however test case 4 is rotated 90 degrees using test case 3 as the starting point.

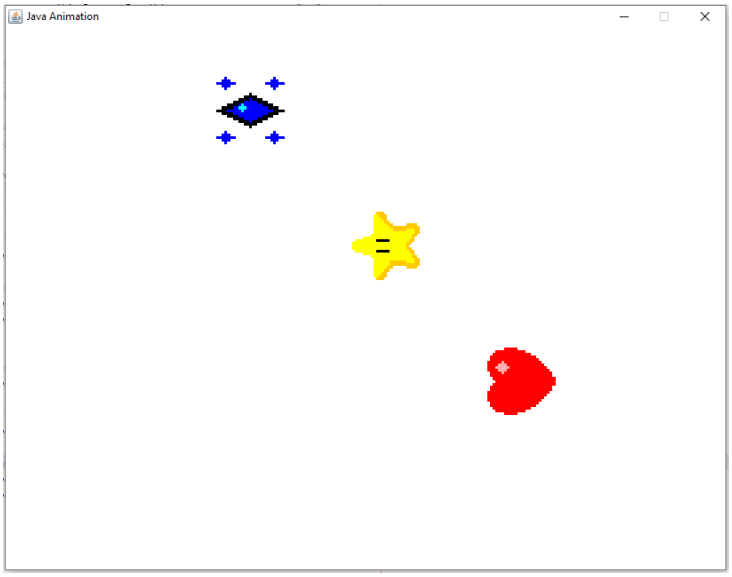
Test Case 1

This is the default starting point for the images and will reset to this position after all frames are completed.



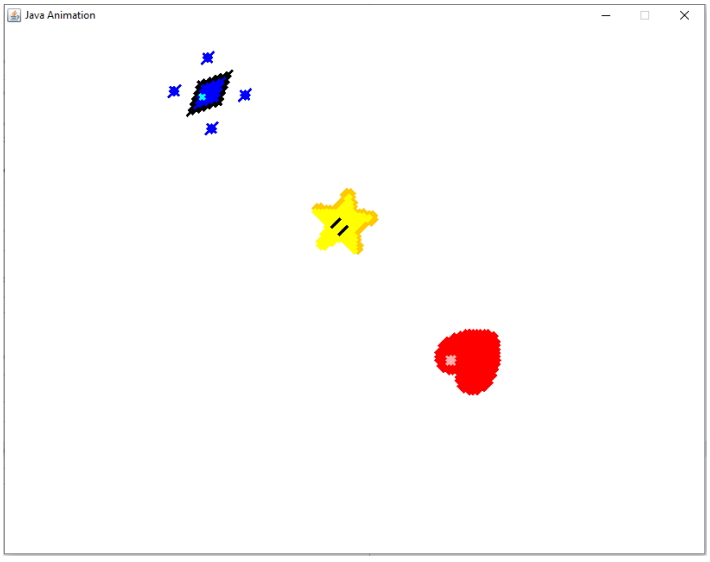
Test Case 2

Images move left 5 and up 7, the difference is slight and hard to tell until you see the animation.



Test Case 3

Images are rotated 45 degrees counterclockwise.



Test Case 4

Images are rotated 90 degrees clockwise using frame 3 as its starting point.

Test Case 5

Images skew with X cord by 2x and Y cord by 0.5x.

*The code template provided by the instructor was used as the foundation for this project.