For: Nick Schneider

Assignment: Exam: Unit 1 Hands On

GitHub URL: https://github.com/NickSchneider54/CIS171SchneiderN/tree/master/Exam\_Unit1

Student: Please answer the questions, then use the Insert, Screenshot option in Word to snip an appropriate sample of your executing program’s output.

Copy the code from your .java file(s) into the code section below. Your code should match the code submitted in GitHub.

Be sure to review your graded assignment for instructor comments!

|  |
| --- |
| **Analysis** |
| *For this project I had to figure out how to make a hangman image using shapes in JavaFX.* |
|  |

|  |
| --- |
| **Design** |
| *I started by creating an arc for the gallows and a circle for the hangman’s head as reference points to position everything else around. This helped me when creating the other shapes for the gallows and body.* |
|  |

|  |
| --- |
| **Testing** |
| *I built the image up by adding pieces 1 or two at a time. For the gallows I added each line, ran the program to check positioning and adjusted when needed. For the body I did the arms and legs as pairs in order to make sure of symmetry.* |
|  |

|  |
| --- |
| **Screenshot(s)** |
|  |
|  |

|  |
| --- |
| **Code** |
| package exam\_unit1;  import javafx.application.Application;  import javafx.scene.Scene;  import javafx.scene.shape.Arc;  import javafx.scene.shape.ArcType;  import javafx.scene.shape.Line;  import javafx.scene.shape.Circle;  import javafx.scene.paint.Color;  import javafx.scene.layout.Pane;  import javafx.stage.Stage;  /\*\*  \*  \* @author Nick Schneider  \* CIS171 Exam Unit 1  \* Hangman Image  \*/  public class Exam\_Unit1 extends Application  {  public void start(Stage primaryStage)  {  Pane pane = new Pane();  // creates arc for bottom of gallows  Arc arc = new Arc(200, 425, 90, 90, 90, 90);  arc.setType(ArcType.OPEN);  arc.setStroke(Color.BLACK);  arc.setStrokeWidth(2);  arc.setRotate(45);  arc.setFill(null);  pane.getChildren().add(arc);    // creates main pole of gallows  Line gallow1 = new Line(155, 50, 155, 355);  gallow1.setStroke(Color.BLACK);  gallow1.setStrokeWidth(2);  pane.getChildren().add(gallow1);    // creates post for gallows  Line gallow2 = new Line(155, 50, 310, 50);  gallow2.setStroke(Color.BLACK);  gallow2.setStrokeWidth(2);  pane.getChildren().add(gallow2);    // creates line that connects hangman to gallows  Line rope = new Line(310, 50, 310, 100);  rope.setStroke(Color.BLACK);  rope.setStrokeWidth(2);  pane.getChildren().add(rope);    // creates head of hangman figure  Circle head = new Circle();  head.setRadius(30);  head.setStroke(Color.BLACK);  head.setStrokeWidth(1);  head.setFill(Color.WHITE);  head.setCenterX(310);  head.setCenterY(130);  pane.getChildren().add(head);    // creates body of hangman figure  Line body = new Line(310, 160, 310, 240);  body.setStroke(Color.BLACK);  body.setStrokeWidth(2);  pane.getChildren().add(body);    // creates left arm of hangman figure  Line leftArm = new Line(310, 160, 270, 210);  leftArm.setStroke(Color.BLACK);  leftArm.setStrokeWidth(1);  pane.getChildren().add(leftArm);    // creates right arm of hangman figure  Line rightArm = new Line(310, 160, 350, 210);  rightArm.setStroke(Color.BLACK);  rightArm.setStrokeWidth(1);  pane.getChildren().add(rightArm);  // creates left leg of hangman figure  Line leftLeg = new Line(310, 240, 280, 310);  leftLeg.setStroke(Color.BLACK);  leftLeg.setStrokeWidth(1);  pane.getChildren().add(leftLeg);    // creates right leg of figure  Line rightLeg = new Line(310, 240, 340, 310);  rightLeg.setStroke(Color.BLACK);  rightLeg.setStrokeWidth(1);  pane.getChildren().add(rightLeg);    // instantiates the size of the pane and sets primaryStage  Scene scene = new Scene(pane, 600, 450);  primaryStage.setTitle("Hangman");  primaryStage.setScene(scene);  primaryStage.show();  }    public static void main(String[] args)  {  launch(args);  }    } |
|  |