Lab 10 - GUI lab

For this lab you will use the drawing tools shown in Chapter 3.G to create a “Game over” or “You win” image.

For this lab you will also need to download the DrawingPanel file and place it into the directory with your other code for the lab. You can find the file on the Lab content page on blackboard (or [at this Link](http://www.buildingjavaprograms.com/drawingpanel/DrawingPanel.java)).

These drawings can be as complex or simple as you would like but must contain the following:

* Use at least 2 different of draw methods (line/rect/oval etc) to create a visible representation of something recognizable.
* Contain text stating that the game has ended, someone won, or a similar game over message.

You may use images, but they do not count towards your drawing.

Submit the java file and any images you used.

|  |
| --- |
| Requirements |
| Program runs without errors |
| Uses 2 different draw methods |
| Draw methods make something recognizable |
| Has text about game ending |