Answers for 1.3P How Many Objects?

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Question 1: How many of each kind of objects are created in this code?

Class	Number of Objects
Window	2
Bitmap	1
Sound Effect	1
Font	0

Question 2: What are the details of the different windows? Complete the following table. For Color Shown, indicate the color that the window was cleared to.

Window Title	Width	Height	Color Shown
"Hello World"	800	600	Blue
"Another Window"	300	300	Green

Question 3: How are the variables and Window objects connected? Which variables refer to which objects?

Window Title	Number of Variables that Refer to this Object?	Variable Names (comma separate if multiple)
"Hello World"	2	helloWindow, yetAnotherWindow
"Another Window"	1	anotherWindow

Question 4: How many times is the Window object with the title "Hello World" told to do something? Copy in the lines of code that get this Window object to do something.

It is told 5 times.
1. helloWindow.MoveTo(0, 0);
2. yetAnotherWindow.Clear(Color.Blue);
3. yetAnotherWindow.Refresh(60);
4. helloWindow.DrawBitmap(pegasi, 10, 50);
5. helloWindow.Refresh(60);

Question 5: How could you create another Bitmap object? One that loads a "Hello.png" image?

Bitmap helloImage = new Bitmap("Hello", "Hello.png");

Question 6: How could you create another variable that will also refer to the "Hello.png" image you loaded in Question 5?

Bitmap helloImage2 = helloImage;