Laboratory work #1 | 2D drawing basics

Objectives

As a result of this laboratory work you will know how 2D coordinate system used to draw simple images, and how to compose an image based on trivial drawing operations.

Instructions

Write a program displaying a graphical representation of your name.

1. Use AWT to create a window, consider correct program termination
2. Use inheritance and override paint(..) method of the AWT component to implement custom drawing
3. You can use methods of the Graphics class to draw some geometrical shapes of your choice and get used to how it works
4. Use methods of the Graphics class to draw your name represented using kanji
   (do NOT use methods like drawString(..), drawChars(..) or drawBytes(..); you need to draw elements of kanji by program)
5. Modify drawing so that each kanji displayed over the colored rectangle of its own
   (use different colors for each rectangle)

Optionally think about how Object-Oriented design principles could be used to organize parts of your program.

Variants

In this task you don't need any variant number.

You can write your name on a sheet of paper in a large scale. Draw a coordinate system around it and consider distances between different points. Represent the information about distances using numbers and mathematical expressions to use them as parameters of drawing operations.