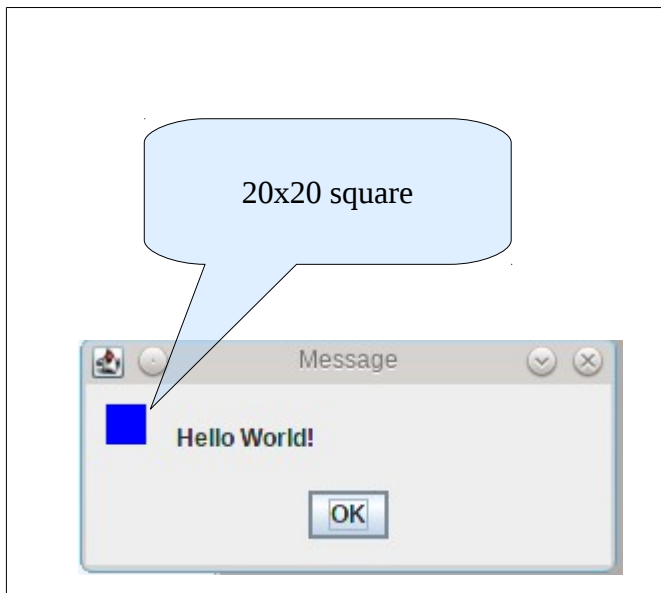


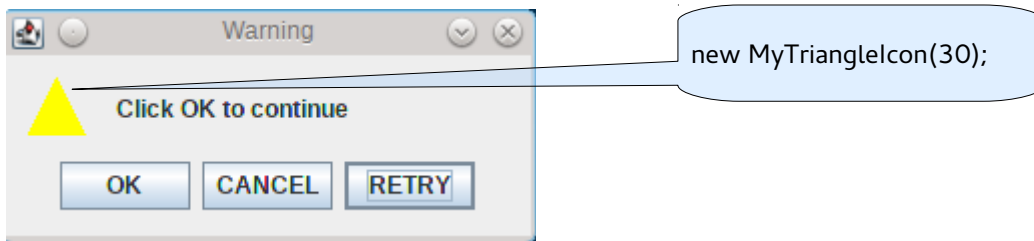
Exercises 2/26/'15

The following exercises require you to look up documentation on `JOptionPane` class:
<http://docs.oracle.com/javase/7/docs/api/javax/swing/JOptionPane.html>
and `graphics2d` objects.

1. Create a `MySquareIcon` class that implements the `icon` interface. The call
`MySquareIcon icn=new MySquareIcon(n)`
should create a square of size `n` by `n`. Use it to program a dialog box as shown below.



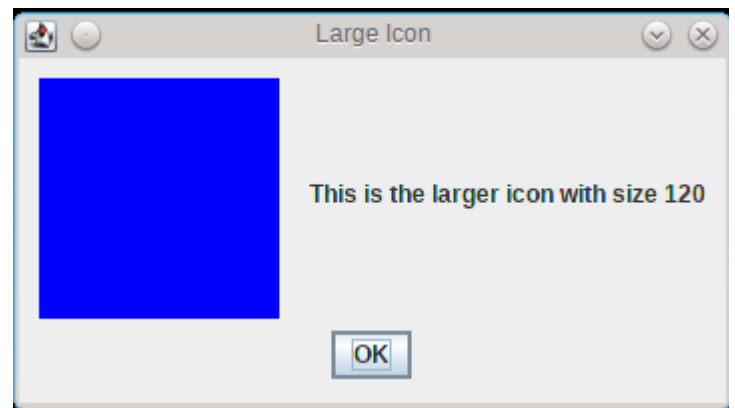
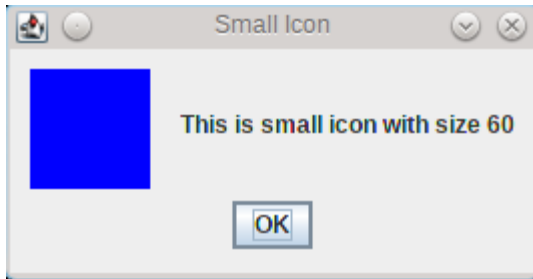
2. Create a triangle icon class, `MyTriangleIcon`, that implements `Icon` interface. The constructor of the icon should take one parameter, `x`, and create a triangle whose base is `x` and height is `x/2`. Use this class to create an options dialog (`JOptionPane.showOptionDialog`) like:



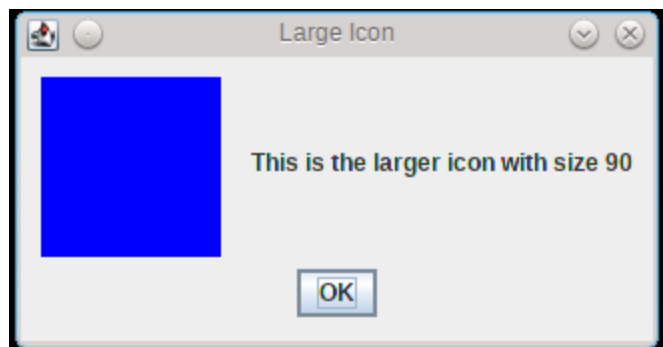
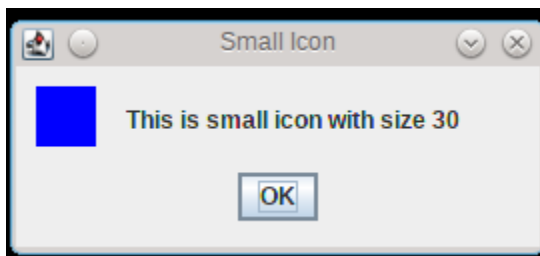
You will need to look up documentation for `JOptionPane.showOptionDialog`. Of course the buttons don't have to do anything interesting.

3. Modify the MySquareIcon class in #1 to also implement the Comparator interface to enable comparison of the square icon sizes. To test your class, write a test program that takes two integers as command line arguments, creates two icons, and displays the smaller one first, followed by the larger one as shown. Because the Message Dialog boxes are modal, the second one appears only after you close the first.

```
> java TestSquareIcon 120 60
```



```
> java TestSquareIcon 30 90
```



Note: You can do this exercise without implementing a Comparator, by just parsing the command-line input args and deciding the smaller and bigger one and doing things accordingly. But the point is not to do it that way, but rather use the Comparator.