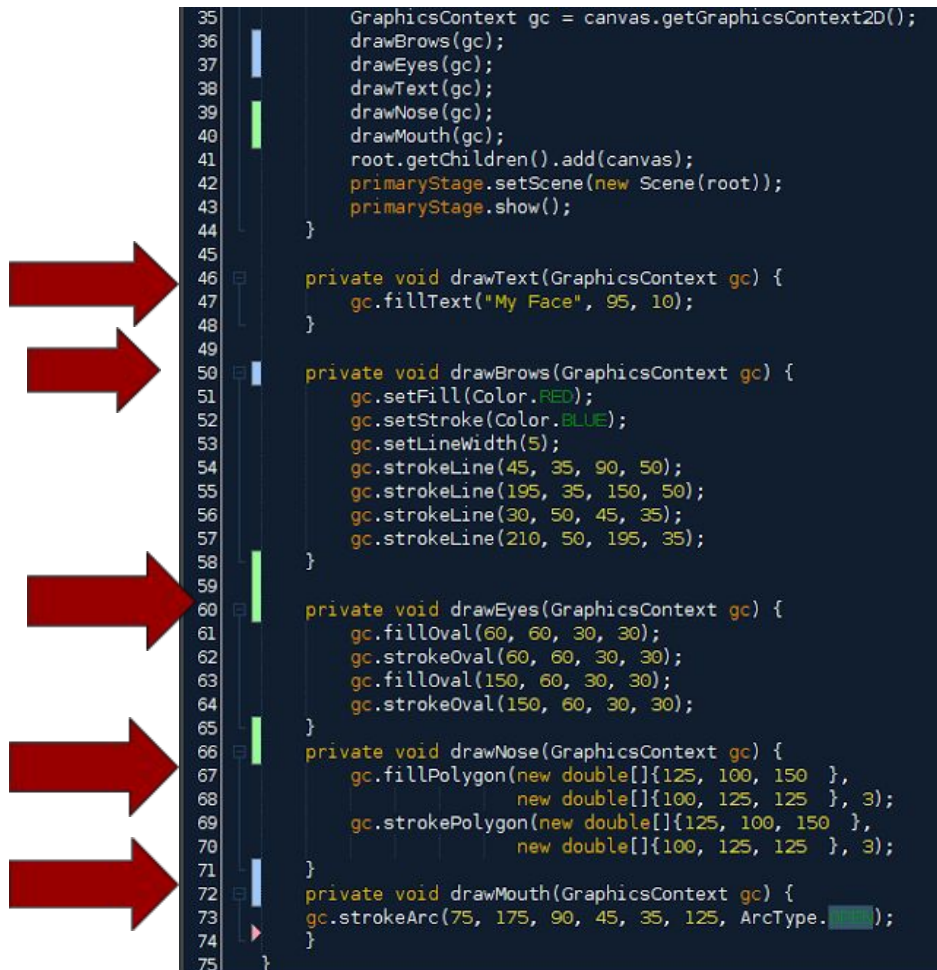


Summative Essay for Method Madness

My project, "Segovia_3_MethodMadness.java", draws shapes using code, or more specifically using methods. My mini program draws a face that I make every now and then, and text saying "My Face" right above it. In my opinion my picture/ program it is more of the silly yet simpler of the arts. Anyways onto my program,



```
35     GraphicsContext gc = canvas.getGraphicsContext2D();
36     drawBrows(gc);
37     drawEyes(gc);
38     drawText(gc);
39     drawNose(gc);
40     drawMouth(gc);
41     root.getChildren().add(canvas);
42     primaryStage.setScene(new Scene(root));
43     primaryStage.show();
44 }
45
46 private void drawText(GraphicsContext gc) {
47     gc.fillText("My Face", 95, 10);
48 }
49
50 private void drawBrows(GraphicsContext gc) {
51     gc.setFill(Color.RED);
52     gc.setStroke(Color.BLUE);
53     gc.setLineWidth(5);
54     gc.strokeLine(45, 35, 90, 50);
55     gc.strokeLine(195, 35, 150, 50);
56     gc.strokeLine(30, 50, 45, 35);
57     gc.strokeLine(210, 50, 195, 35);
58 }
59
60 private void drawEyes(GraphicsContext gc) {
61     gc.fillOval(60, 60, 30, 30);
62     gc.strokeOval(60, 60, 30, 30);
63     gc.fillOval(150, 60, 30, 30);
64     gc.strokeOval(150, 60, 30, 30);
65 }
66
67 private void drawNose(GraphicsContext gc) {
68     gc.fillPolygon(new double[]{125, 100, 150 },
69                   new double[]{100, 125, 125 }, 3);
70     gc.strokePolygon(new double[]{125, 100, 150 },
71                     new double[]{100, 125, 125 }, 3);
72 }
73
74 private void drawMouth(GraphicsContext gc) {
75     gc.strokeArc(75, 175, 90, 45, 35, 125, ArcType.OPEN);
76 }
```

The Red Arrows show each of the methods I used. Encapsulation was used when I separated each of the face parts. Each of them drew a different part of my face, and one other printed out the text "My Face". I didn't call the methods in any specific order because they wasn't anything that would overlap a way i wouldn't want it to. I have made sure there were no errors when it came to my program and finished product. I've added simple lines. and ovals, and

one arc to make up the methods. The values that I passes through were ones that made adjustments to the color and placement in the picture. I also passed the value gc, and like i just said, the X and Y values to adjust placement. The only thing I called in main were the methods. The classes we used were Canvas, and gc (GraphicsContext) The access modifiers I used were private void and public static. The finished product was this. Although it isn't the coolest nor the most leet, I am proud of it

