

Java – Draw a Picture

Purpose

This assessment covers decomposition, method invocation, writing methods, importing package members, instantiating objects, code documentation and graphical applications.

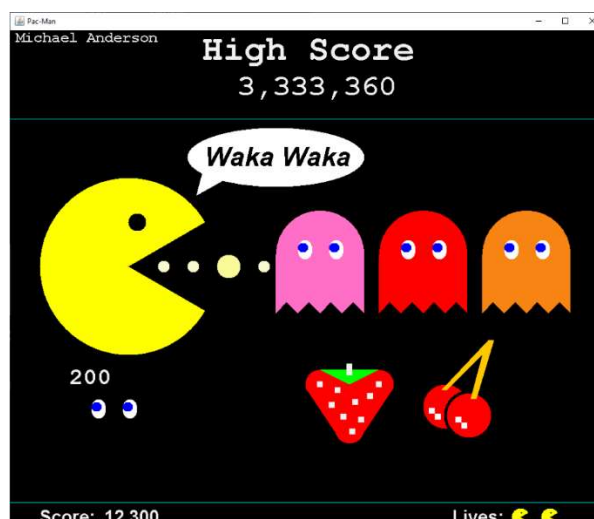
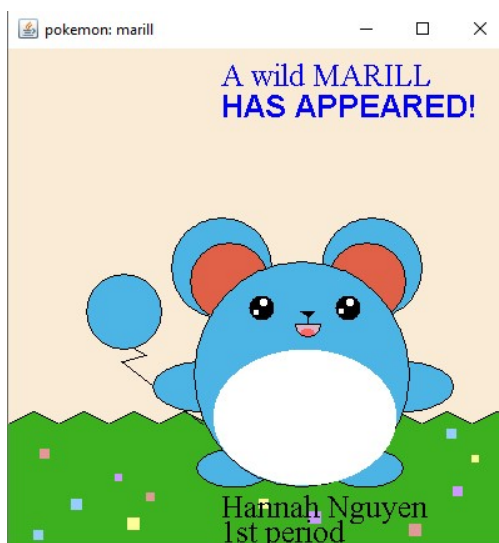
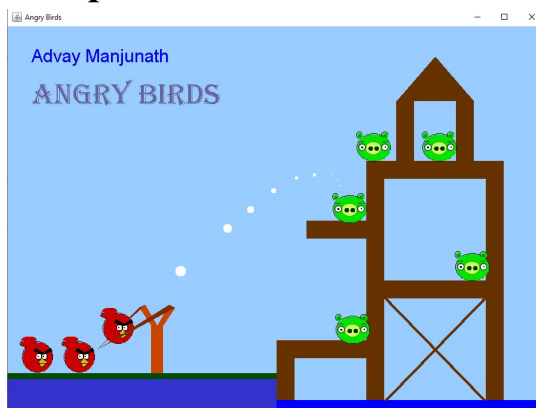
Description

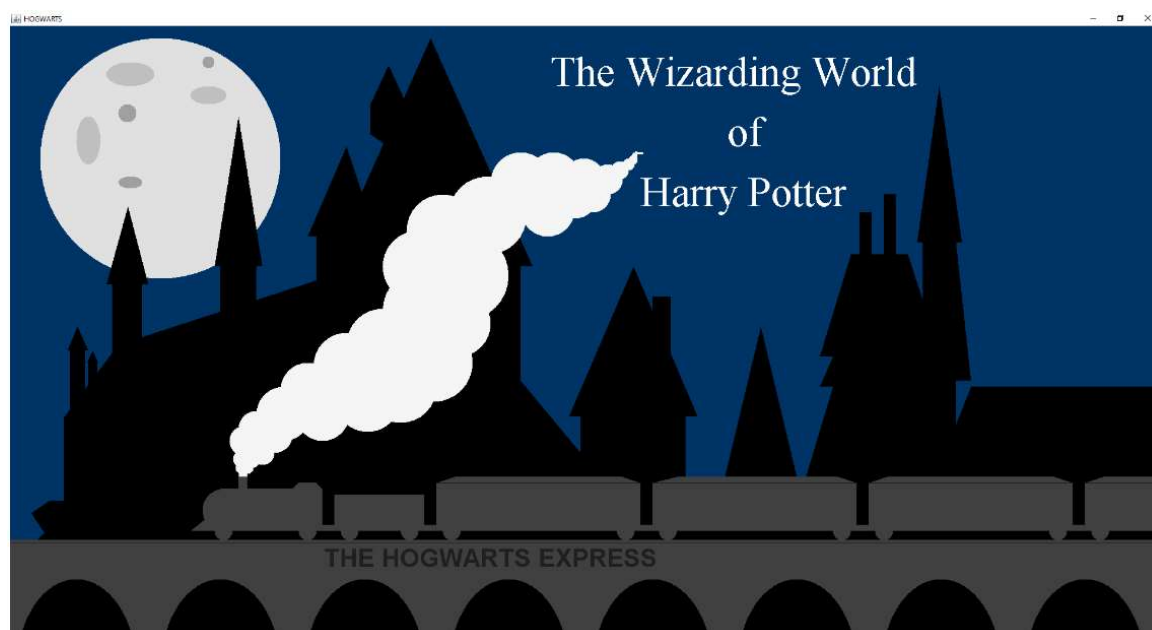
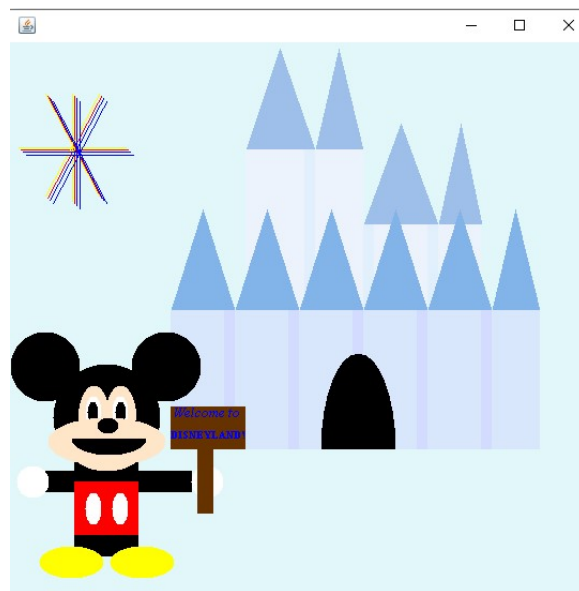
Draw a picture of your choosing but you are required to show intricate details and use the following shapes more than once: rectangles, ovals, lines, polygons (rectangles that could be drawn using drawRect don't count), and arcs. Add 2 Strings to the picture with 2 different fonts. One String must be your name. Two colors are required that aren't fields from the Color class (i.e. Color.BLACK doesn't count). You must use methods, comments and follow proper coding conventions. And be creative!

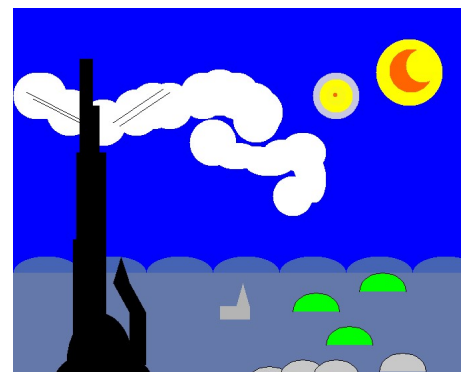
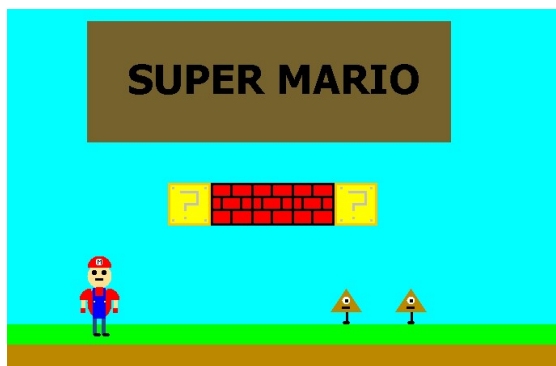
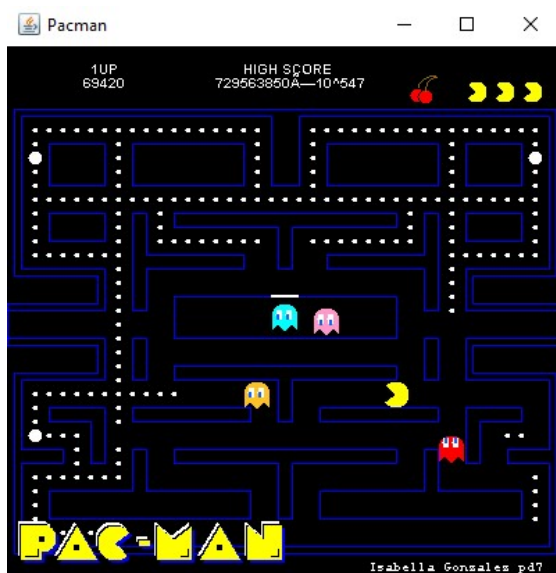
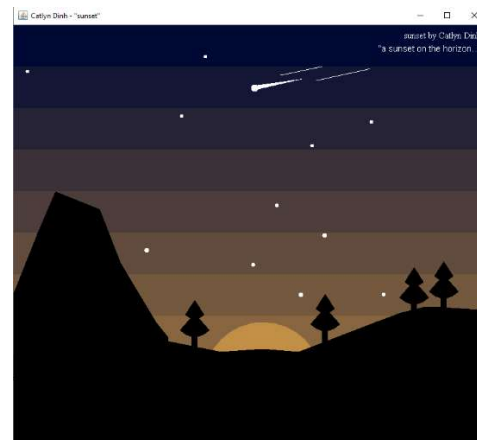
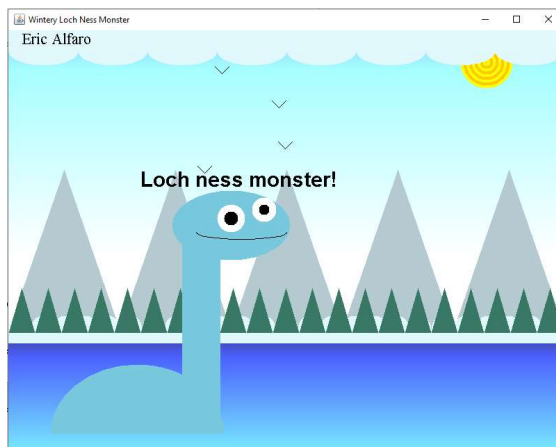
Program Shell

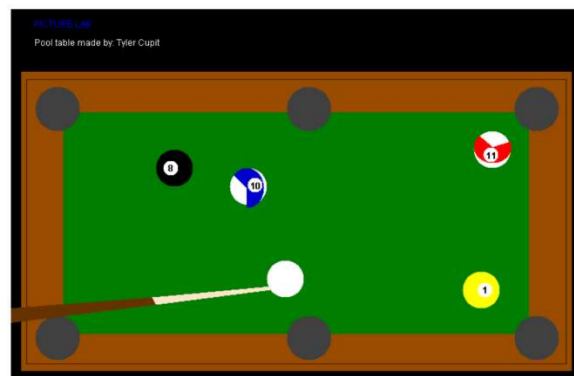
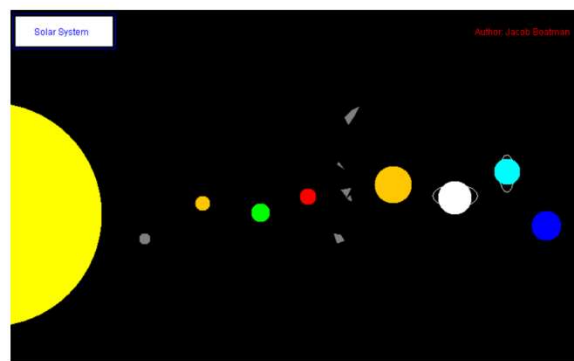
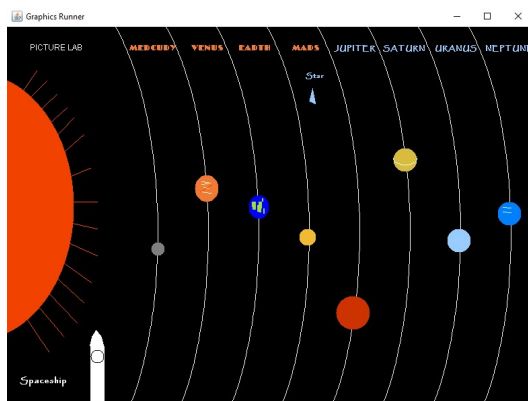
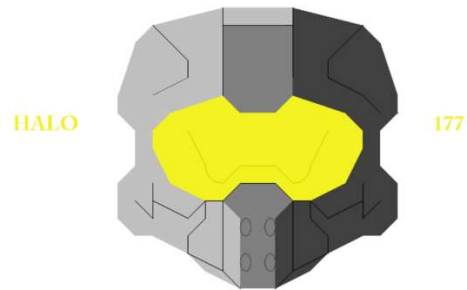
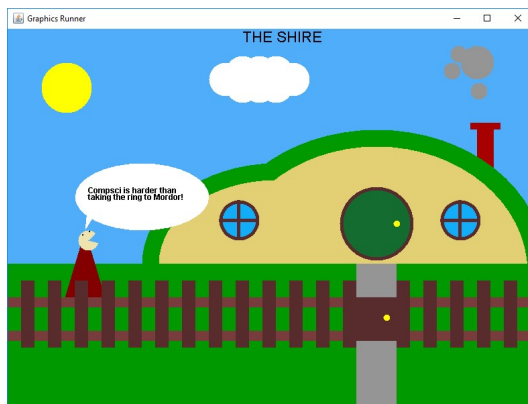
Picture.java

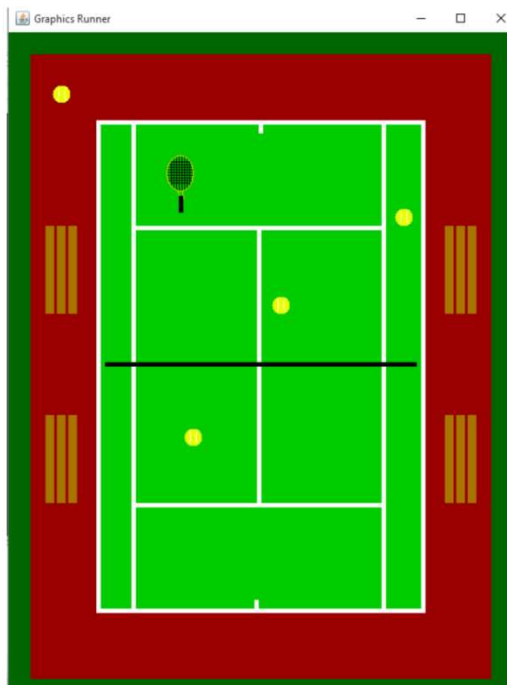
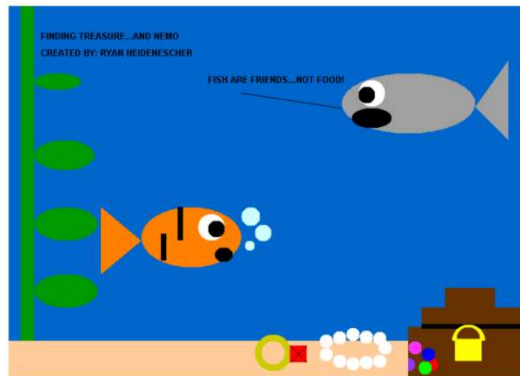
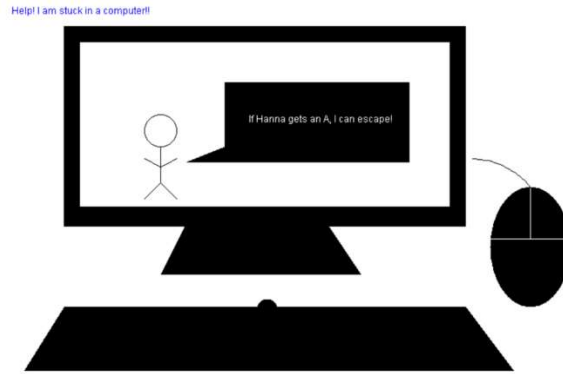
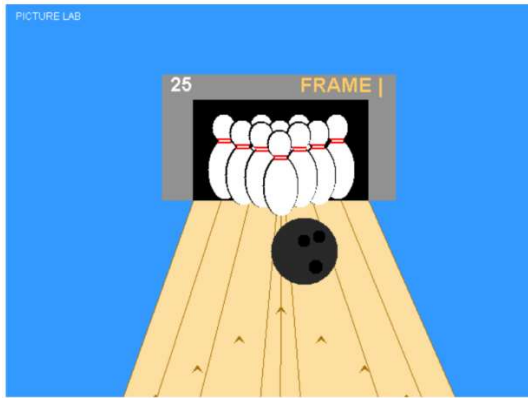
Sample Execution











*This is definitely a Stradivarius
Violin*

