



## Computer Graphics

### Exercises for Chapter 2

- 2.1** Write a Java program to draw an abstract composition that reflects the sonic structure of a song/music you like. Use only basic graphical primitives (points, lines, ovals, rectangles, etc) from the Graphics and Graphics2D classes. **Don't use shapes.**
- 2.2** Write a Java program to draw a simple abstract face (human or not). Don't use primitives. **Use only Shape subclasses and shapes created by you** to draw the face. You must use at least one shape created by using the General Path method and another created by using the Constructive Are Geometry.

Implement a simple interaction with a mouse, to redraw the face each time the user cliques the left button of the mouse. The face should be drawn centered in relation the mouse cursor.