

In **Chapter 10**, do the following exercises:
Self-Review Exercises 10.1-10.2; Exercises 10.3-10.7.

The above listed exercises are NOT to be handed in.

For all programming assignments, your names MUST appear twice in your program: First, in the comments at the top of your code; and **second**, in your output. For example, in the title bar you can say “Programmed by Your Full Name.” Failure to do this will result in a loss of 2 points.

At the top of EVERY source file this semester you MUST place the following:

```
// Your Full Name  
// Your Email @my.smccd.edu  
// CIS 255 HJ  
// File Name  
// File Description  
// Assignment #  
// Date
```

Do GUI and Graphics Study Exercise 10.1 and combine it with Exercise 10.2 on pages 431-433 (Section 10.8). You must create UML class diagrams for the Shape superclass and ALL of its subclasses. Be sure to show the inheritance relationships in the class diagrams using arrows. You must make the application window larger. Instead of getting user input to determine the number of shapes, you will generate 20 random shapes. You must display the count of each shape in the label. Be sure to test your program thoroughly. You must follow the Programming Guidelines.

SUBMIT: All files (.java and .class) must be compressed into a single zipped file named assign5.zip and uploaded to WebAccess. Find the week that the assignment is due and click on the assignment upload link. Make sure that I receive ALL FILES, as I am not able to grade incomplete assignments. Turn in a printout of ALL source code AND the UML class diagrams. All assignments are due at 5:00 PM on the due date.

An easy way to zip in Windows is to right-click on your file and then choose
Send To-> Compressed (zipped) Folder

On a Mac follow these instructions to zip your files:

<http://www.macinstruct.com/node/159>

Upload the assign5.zip file to the upload link in WebAccess by the due date/time.

<http://smccd.mrooms.net>