```
In Chapter 9, do the following exercises:
Self-Review Exercises 9.1-9.2; Exercises 9.4, 9.5, 9.6, 9.7.
```

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 each source code file; 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
// Class Name
// Class/Program Description
// Assignment #
// Date
```

Do GUI and Graphics Study Exercise 9.1 on page 390. (NOTE: This is based on the GUI and Graphics Case Study Exercise 8.1 on pages 350-351.) DO NOT CREATE AN INHERITANCE HIERARCHY. You must create UML class diagrams (see page 87) for the three shape classes - you should put all three class diagrams into a single file. Be sure to test your program thoroughly. Your application window MUST be larger than the book's TestDraw application. You must put your name on the window's title bar by sending it as a string argument to the JFrame constructor. Be sure to read the exercise very carefully and provide ALL methods listed.

<u>SUBMIT</u>: All files (.java and .class) must be compressed into a single zipped file assign4.zip and uploaded to WebAccess. Find the week that the assignment is due and click on the 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 lab4.zip file to the upload link in WebAccess by the due date/time. http://smccd.mrooms.net