**TEMPLATE API**

API\_HouseDecorator is an API that helps you draw a house and add decor such as doors, windows, trees, and a chimney.

Below you will find a table that describes each method in the API:

| Method Name | Return Type | Args | Desc |
| --- | --- | --- | --- |
| createScene() | Scene scene | Pane pane, int w, int h | Returns a scene of the user’s given width and height.  If the input is less than 100x100, the size defaults to 1000x500. |
| createHouse() | void | Pane pane, String houseColor, String roofColor | Draws a house in the given colors based on the size of the user’s scene. (Use ‘#’ then the full hex color for color Strings) |
| addDoor() | void | Pane pane, String color, double x, double y | Draws a door for the house in the user’s desired color at the given x,y coordinates. (Use ‘#’ then the full hex color for color Strings) |
| addTree() | void | Pane pane, double x, double y | Adds a tree image to the outside of the house at the given x,y coordinates. |
| addWindow() | void | Pane pane, double x, double y, double scale | Draws a window for the house at the given x,y coordinates. The user can make the base window larger or smaller using the scale arg. |
| addChimney() | void | Pane pane, String color, int x, int y | Draws a chimney in the user’s desired color at the given x,y coordinates. (Use ‘#’ then the full hex color for color Strings) |
| setStandardStroke() | void | Shape s | Sets the Stroke Width to 3 and the Stroke Color to black on the given Shape object. |

API\_HouseDecorator = The API, do not change anything.

HouseDecoratorExample = Example program that creates a house drawing.

HouseDecorator\_Template = The file that inherits from API. Follow the TODO to create your own house.

Example Result

