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Assignment 2 Report – Circles

COMP110 Object-Oriented Programming

Algorithm Explanation

This program was created to draw circles using the numbers entered by the user as radii.

Firstly, an array with the arbitrary length was created to store the inputs entered by user. The user is asked to enter integers to determine the radii of circles. After determining the actual length of the arrays with using for loops “copyof” method from the class “Arrays” is used to get rid of empty slots which include “0” initially.

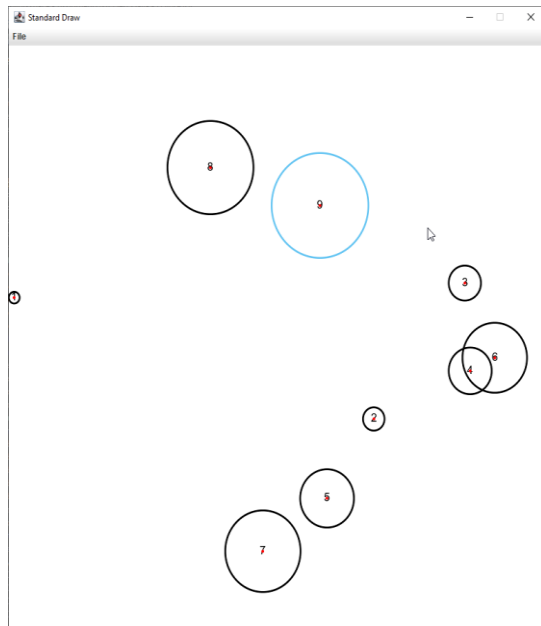
While determining the random x and y coordinate components of the circles using “Math.pow”, the radii of the circles are also included in the process, thus ensuring that the drawn circles do not extend out of the canvas.

Two conditions are specified for drawing the circles, and in the first condition, the circle(s) with the largest radius/radii are drawn light blue. The method “maxRadius” that finds the greatest integer in an array is used to determine which circles are to be drawn light blue. Otherwise, the circles are drawn black.

Inputs and Outputs:

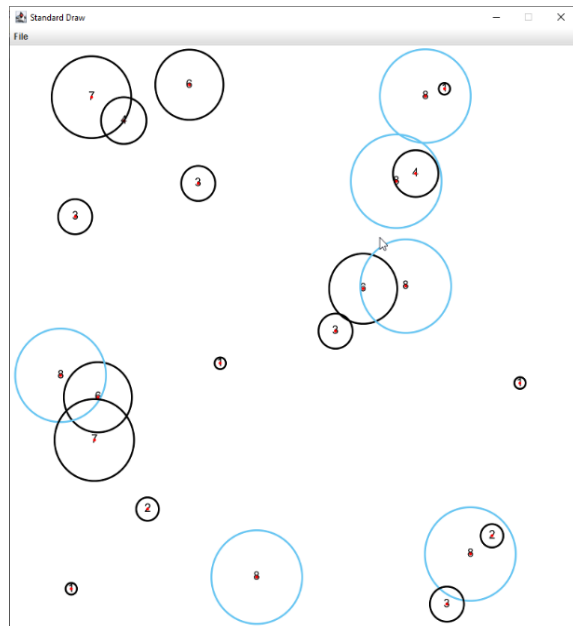
Input 1:

1 2 3 4 5 6 7 8 9 0



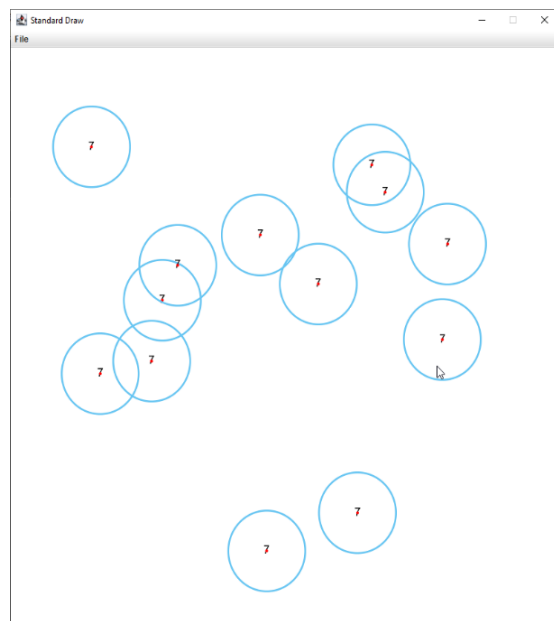
Input 2:

1 3 3 4 2 2 1 1 1 6 7 8 6 3 8 8 8 8 8 7 4 3 6 0



Input 3:

7 7 7 7 7 7 7 7 7 7 7 7 7 0



Input 4:

1 9 6 3 1 9 6 3 0 1 9 6 3 0

