

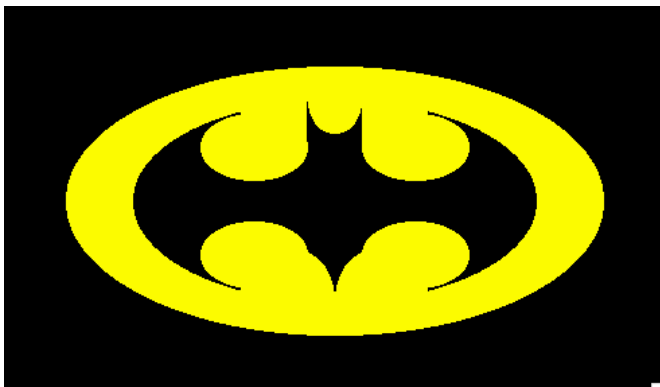
CS1410
Object Oriented Programming
Homework 3

Due: Oct. 10, 2012

The Assignment:

1. Interactive Drawing

Implement a GUI application for an interactive drawing application. Create a driver and classes necessary.



The following buttons may be helpful.

- Undo
- Clear
- Fill
- Color selection
- Line/Shape selection

Use dialog boxes for input and output when appropriate.

Administration:

- Turn your file into the Dropbox.

Be sure to name your file correctly and to keep a backup. Remember that late assignments will be penalized at a rate of 50% per week.

Students are expected to do their own work.

If programs turned in are so similar that it is obvious one has been copied from the other, students involved will receive a zero on the assignment in question.

Students are encouraged to discuss this assignment, however, students are expected to turn in their own work. If assignments turned in are so similar that it is obvious one has been copied from the other, students involved will receive a zero on the assignment in question.

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If programs turned in are so similar that it is obvious one has been copied from the other,
students involved will receive a zero on the assignment in question.**