

CS III Graphics Prep Lab

Make a Picture

The purpose of this lab is to draw a picture using Java Graphics methods (either Graphics or Graphics2D). The picture should be anchored to an x and y location, so with a specified x and y, it can be drawn at any specified location in a component.

The PictureViewer and Picture Component classes set up the context for drawing your picture.

The Animatable interface has the two methods your picture needs to implement in order for it to work.

The Car class is an example of a picture for your reference. Do not draw a car 😊

- 1) Make a new class that represents a picture.
- 2) Change the PictureComponent constructor so that it makes objects of your picture class for fields one and two.

Your picture needs to be a smallish, identifiable thing. We will use this picture class to make an animation later, so the picture will be moving around the screen.