CSCE 145: Lab 3
Drawing Simple Graphic Objects

Objectives

Write a Java program that can draw graphic objects within a window on the monitor screen. As you complete this assignment, you will learn about

- Pixels and windows in Java
- The "Drawing Kit" that is on the CDROM inside your textbook
- Simple operations (methods) applied to objects

Program Specification

First, you must install the Drawing Kit that is on the CDROM that comes with your textbook. You can download it from here: http://www.cse.sc.edu/~carrollh/CSCE145/lib/DrawingKit.java. Now you need to make the Drawing Kit part of your lab project. To do this, open Eclipse and create a project for this lab (as you did in the previous labs) by choosing **File/New/Project/Java Project** and clicking 'Next'. Name the project 'lab3' and click 'Next'. Click on 'Link additional source' and browse for H:\csce145\workspace. Finally, click on 'Finish'.
NOTE The above DrawingKit.java library should only be used in Eclipse. If you are compiling from command line you should follow the example from the text.

Second (problem 10 on p. 43), write a program to draw a rectangle inside a window with its top-left corner at (30, 50), a width of 100, and a height of 300. Color this rectangle yellow. You might make use of Example 2 on p. 27.

Third (problem 12, p. 43), write a program to draw a line inside a window joining the points (0, 0) and (500, 500) with thickness 7. Color this line blue.

Show your programs to your TA, so that you get credit for them, and then upload them to the dropbox at https://dropbox.cse.sc.edu.