09.03 Post Mortem Review & Analysis

Analysis Questions:

Why can’t geometric shapes be drawn on a Graphics panel?

Because the graphics panel does not contain the methods to do so. Graphics only deals with drawing lines, rotation, transparency etc. Graphics2D, however, inherits traits from Graphics, and builds upon them to make shapes.

What question(s) of you own did you answer while writing this program?

I too did wonder what the difference was between Graphics and Graphics 2d. I realized that 2D had more advanced capabilities.

What unanswered question(s) do you have after writing this program?

I still wonder if there is a way to copy images like the panorama way instead of the way I implemented.

Describe the main point of this assignment:

The main point of this assignment was to introduce me to class inheritance. It was done with the showcasing of Graphics2D, and when I inherited from the DrawDesign class.

Discuss how this assignment relates to a real-life situation:

In real-life, images might need to get copied over and over again to create an effect more sophisticated than this.

Reflect on your growth as a programmer:

I have enhanced my skills in object-oriented programming by learning class inheritance. I also learned more sophisticated graphics.

Describe the biggest problem encountered and how it was fixed:

The biggest problem I encountered was copying the pixels. But I solved that using a for-loop to copy horizontally and another for-loop to copy vertically.

Describe at least one thing that will be done differently in the future:

One thing I will do in the future is use class inheritance more. It keeps files separate and makes the code easier to read.

Suggest how this assignment can be extended:

I suggest copy more to make an even larger grid.