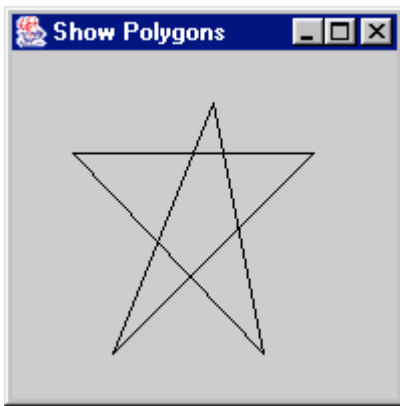


Name: _____

12a - Graphics & Threads**Part 1: 2D graphics exercise**

Using the example of drawing points shown in class, draw a star as shown below. Set your size to 200 by 200. With any planning, yours would probably look better than this ☺. See TestRect.java example for reference. Use this code for reference.



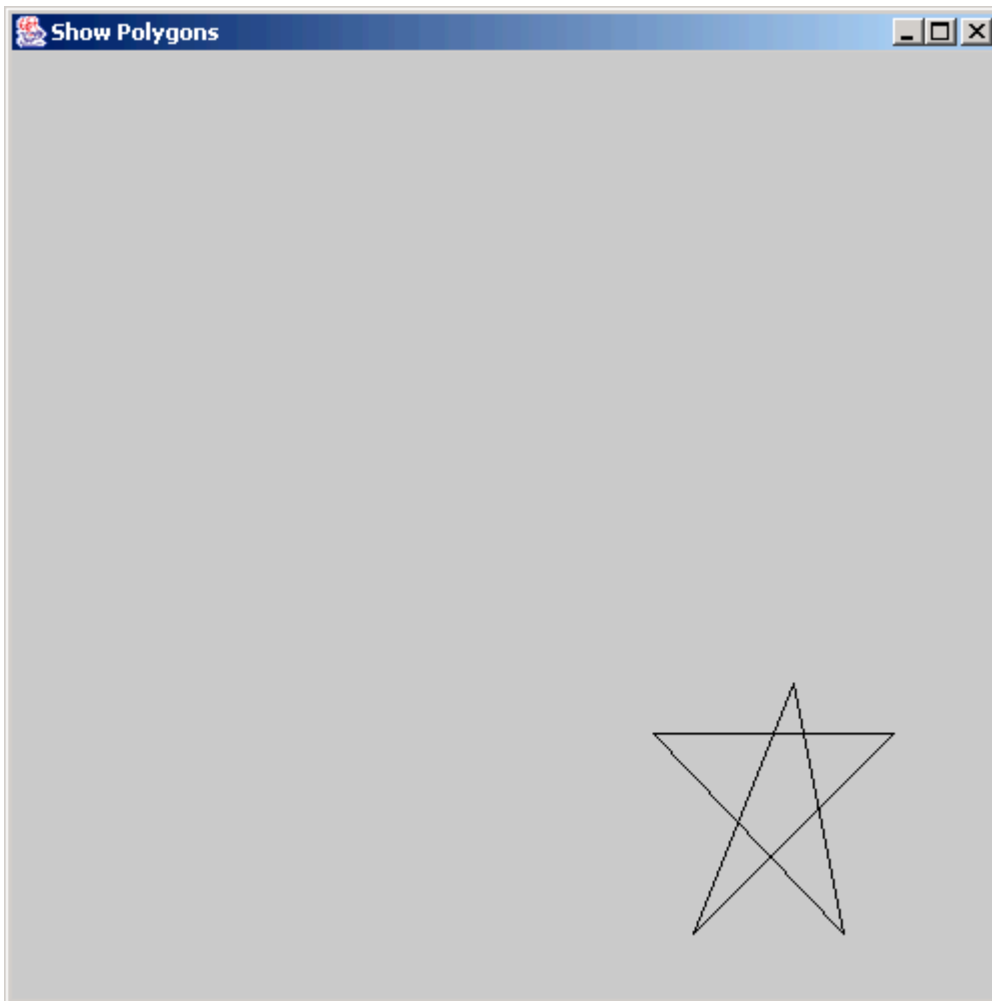
What points did you use?

Point #	X	Y
1		
2		
3		
4		
5		

(Part 2 on back of page)

Part 2: Graphics with Threads

Take the code you wrote in part 1, make a copy of it to a different filename. Change the window size to 500 by 500. Modify the code to have your star start in the upper left corner, as it did in part 1, and slowly and evenly move to the lower right corner as shown in this example.



Bonus: If you are too good for these simple exercises, have it travel around the window to each corner.

Double bonus: Have it move in a random path but stay on the screen.

Triple bonus: Have it move according to a sin/cos'ish wave across/down the screen.

I'm too good for Day 10: Have it follow your mouse around the screen. (MouseEvent)