**Lab: Lab 3**

**Registration number:**

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| **Problem statement(s)**  The purpose of this lab is to build on the JSwing principles learnt over the last couple of weeks and from last lab to create a simple shape drawing application to draws shapes and calculate their areas. With this lab I was able to build on creating and utilising methods for different objects and so building upon class inheritance. |

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| **Program description(s)**  *Exercise 1:* Within the first exercise, |

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| **Test description**  ***Exercise 1:***  Test 1:  Result 1:  Test 2:  Result 2:  ***Exercise 2:***  Test 1:  Result 1:  Test 2:  Result 2:  ***Exercise 3:***  Test 1:  Result 1:  Test 2:  Result 2: |
| **Known bugs** |
| **Possible improvements** |
| **Comments**  The *setLength()* method outlined in the lab exercise for *Shape* objects is not a good name for the method. As with all different types of shapes they extend the *Shape* class and so all objects will have to have this method; it is important that it is named correctly.  It is appropriately named for squares for setting the length of the square. However for circles *setLength*() is not an appropriate name as it is changing the radius.  With this, I have changed my *setLength*() method to *setSize*() so that the name is more appropriate for all shape objects, may they be squares, circles or more. |
| **Extra credit** |
| **References** |