Project "shapes"

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This project is part of the material for the book

Objects First with Java - A Practical Introduction using BlueJ

David J. Barnes and Michael Kolling

Pearson Education, 2002

It is discussed in chapter 1.

This is a very simple project to demonstrate some characteristics of

objects.

You can create various shapes, and you will see, if you do, that those

shapes are drawn on screen (in a window that we call the "canvas").

You can then manipulate these objects: change their position, size and

colour. Try it out: create a few different squares, triangles and circles.

This project is designed as a first example of object-oriented programming.

It illustrates a number of concepts:

- a Java project (application) is a collection of classes

- objects can be created from classes

- from any one class, many objects may be created

- objects have operations (methods)

- operations can have parameters

- parameters have types (at least String and int)

- objects hold data (fields)

- the operations and fields are common to all objects

- the values stored in the fields can be different for each object

The project also demonstrates

- BlueJ object creation

- interactive method invocation

- parameter passing

A good second project to look at after this is "picture", which adds a class

to those ones in this project. That class (named "Picture") uses the shapes

to draw a picture. It can be used to experiment with coding.

Michael Kolling, July 2000