Selected files

2 printable files

Question_3\a\LoopLines.java
Question_3\a\LoopLinesTest.java

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```java
import javax.swing.JPanel;
import java.awt.Graphics;

public class LoopLines extends JPanel {

    @Override
    protected void paintComponent(Graphics g) {
        super.paintComponent(g);

        int width = getWidth();
        int height = getHeight();
        int steps = 15; // Number of steps

        int stepWidth = width / steps;
        int stepHeight = height / steps;

        int x2 = 0; // Initialize the x-coordinate of the second endpoint

        for (int i = 0; i < steps; i++) {
            int y2 = height - (i * stepHeight); // Calculate the y-coordinate of the second endpoint

            g.drawLine(0, 0, x2, y2); // Draw line from (0,0) to (x2,y2)

            x2 += stepWidth; // Move to the right one step
        }
    }
}

```

Question_3\a\LoopLinesTest.java

```java
import javax.swing.JFrame;

public class LoopLinesTest {
    public static void main(String[] args) {

        //create a panel that contains our drawing
        LoopLines panel = new LoopLines();

        //create a new frame to hold the panel
        JFrame application = new JFrame();

        //set the frame to exit when it is closed
        application.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        application.add(panel); //add the panel to the frame
        application.setSize(300, 300);
        application.setVisible(true);
    }
```

```
}

```