Student: Eduardo de Oliveira CAstro
Blazer ID: edc
Date: 03/04/2015

Lab 09 Report

Problem)

Following what was made in the example provided we need to use inheritance to implement a class that draws a rectangle with a phrase in the middle inside of a frame.

Solution)

The driver class was provided so everything that I had to made was to implement the LabeledRectangle class, extending it from Rectangle class(default from Java). There I created two methods, as instructed, the constructor and the draw. The constructor basically uses the parent constructor(calling super()) and initialises the local variable for the text. The magic happens on the draw, which was supposed to be simple, since in theory it was just necessary to create a Graphics2D component, draw a rectangle with the provided size, put the text on it and prints but the task of putting it on the middle of the rectangle was a challenge. For this I implemented the provided equation.

Problems)

I didn't understand exactly what was the ascent and advance provided but made it work. Besides this problem all the lab implementation was ok. For aesthetics purpose I decided to put the square in the middle of the frame changing the parameters defined at the Driver.