**LAB ASSIGNMENT 4.3**

**ShapeMaker**

**Using your ObjectBehavior project:**

1. Inside **both** your Rectangle and Circle classes, add an additional parameter to the constructors (NOT THE DEFAULT CONSTRUCTOR!) that is goes as follows:

SketchPad sp

Inside the constructor, change the line:

pen = new DrawingTool(new SketchPad(300,300));

to

pen = new DrawingTool(sp);

1. Create a new class called ShapeMaker. Inside the class should look like the following:

|  |
| --- |
| import gpdraw.\*;  public class ShapeMaker  {  public static void main(String[] args){  SketchPad sp = new SketchPad(500,500);  //Your work goes below here  }  } |

1. Using your Rectangle and Circle classes, create the following shapes:

