COMP 110 Object - Oriented Programming Assignment 2 - Remote Circles

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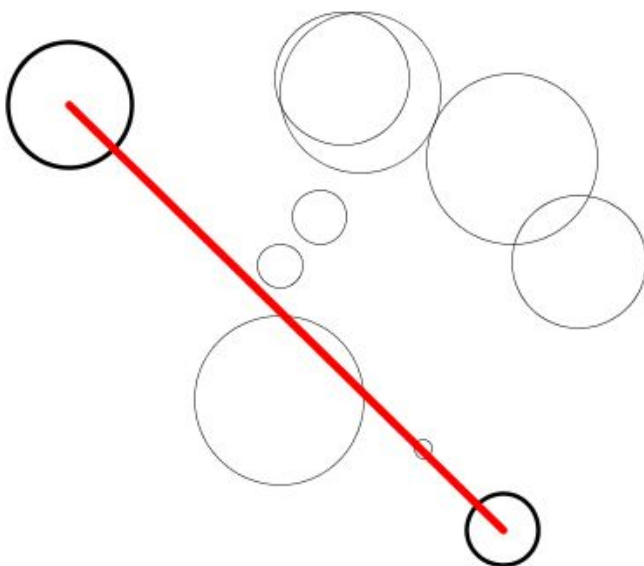
Algorithm Explanation

In this assignment, I settled a canvas to draw circles. For drawing 10 and 100 circles with random coordinates and radiuses we used random class. But these circles have to stay in the canvas as a whole, so we checked this with a for loop.
Then, I found the farthest circles where the distance between them is the largest. After that, with a red line, I connect them together. And I increased the thickness of the pencils drawing circles so I drew the two most distant circles with a thicker pencil. I used one of the StdDraw methods "save" to save the drawings to a file.

Evaluation of The Outputs
I have two outputs one of them for n=10, and the other for n=100.

For n=10

For n=100