

3.04 ASCII Art Instructions

Creating ASCII art can be very tedious and time consuming, so keep it simple for your first effort.

First, prepare your artwork.

- Make a line drawing of the artwork you want to produce with pencil and paper. This is much easier if you use a piece of graph paper with grid spaces large enough to place a symbol in.
- Next, superimpose keyboard symbols on top of the drawing in horizontal rows. If you need to use the backslash, double quotation marks, or single quotation marks **remember to use them with the escape character.**
- Your artwork should use at least 10 rows of symbols.

Second, create a new class for this assignment.

- Create a new project called 3.04 ASCII Art in the Mod03 Assignment folder.
- Create a new class called ArtWork in the newly created project.
- Delete everything between the curly braces; add the **main()** method header and a pair of opening and closing curly braces.

Third, transform your artwork into Java code.

- Assign each horizontal line of characters to a separate String object as was done in the [Surprise_v1 class](#). For example, the top row of “APCS” is shown below.

```
String row1 = " *      *****  *****  *****";
```

- Add statements to print each String object. (Use the Surprise_v1 class as a model.) However, **you may only use the print()** method, not the **println()** method. Which escape sequence causes a carriage return?
- Debug the program as needed.
- Assign your name to a String object and sign your ASCII art by printing a String literal.