CS 342 Report for (Lab 04)

Code

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//Programmer: Fayaz Khan
//Assignment: Lab 4
//Date:       September 22, 2015
//Description:Write a method to give a visual representation of a Dice and have
//            test driver for the method

import javax.swing.*;
import java.awt.*;

public class Lab4 extends JApplet
{

    @Override
    public void init()
    {
        setLayout(new FlowLayout());
    }

    @Override
    public void paint(Graphics g)                               //Display results
    {

        super.paint(g);

        g.setColor(Color.WHITE);
        g.fillRect(0, 0,600,600);                               //Display white background

        Dice(g,0,0,100,Color.CYAN,"1");
        Dice(g,100,100,100,Color.RED,"2");
        Dice(g,200,200,100,Color.GREEN,"3");
        Dice(g,300,300,100,Color.BLUE,"4");
        Dice(g,400,400,100,Color.MAGENTA,"5");
        Dice(g,500,500,100,Color.PINK,"6");

    }

    public void Dice(Graphics g,int xRec,int yRec,int length,Color cName,String numb)
    //  PRE:    g is initialized
    //          cName is initialized
    //          xRec > 0
    //          yRec > 0, and yRec is in pixels.
    //          0 < numb < 7
    //  POST:   A square is displayed at specified location(xRex,yRec) of size length and a
    //          numb is also displayed with a specified color within this displayed box
    //          symbolizing a dice. Behind the dice their is also a white background
    {

        Font font = new Font("Serif",Font.BOLD,length);         //Font for number

        g.setFont(font);                                        //Sets style of font for char
        g.setColor(cName);                                      //Sets color of font for char

        g.drawRect(xRec,yRec,length,length);                    //Display rec at location of length

        g.drawString(numb,xRec+(length/4),yRec+((length*3)/4));//Variable size font for in square

    }
}
```

Sample Run