**CS 342 Report for (Lab 04)**

**Code**

//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

}

}

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**Sample Run**

