

CS 351

Lab Assignment 2

Choose A Shape Additions

Lab Assignment Description

You are tasked with adding a the ability to draw to more different shapes on the screen. These can be any shapes other than circles or rectangles. Perhaps see this (<https://openjfx.io/javadoc/16/javafx.graphics/javafx/scene/shape/Polygon.html>) for inspiration.

Lab Assignment Requirements

- Two more distinct shapes can be drawn to the screen when the user clicks "Generate"

Lab Assignment Starter

You must use the code I have uploaded on learn to start this lab assignment. The code contains the files we worked on in class on Tuesday and are along side this PDF on learn.

Submitting Your Lab Assignment

You must submit a zip file of the four files on learn.