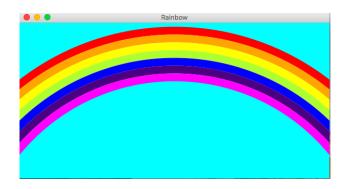# Graphics Assignment2

This assignment can be submitted as many times as you want. However, only the last submission will be graded. The earlier versions will not be graded. So make sure that your final submission works and produces the correct results. Please do not cheat or copy.

Write a graphics program that draws a rainbow that looks like this.

Starting from the top six arcs are red, orange, yellow, green, blue, indigo, and magenta which should be ideally violet. The color was too light so I used magenta. The violet you see in the sunlight spectrum is beautiful. I could not get that shade. You cannot use canvas and graphicscontext here. Use Pane for the root (Pane form layoutPanes is one of the types). Create circle objects (7 of them) and add to the Pane which is the root. Choose the center coordinates and the radius such that only a portion of the circle is is drawn on small window. My window size here is 600 pixels by 300 pixels. You don't need to choose the same dimensions. Try to play and figure what coordinates you should give for the center. They don't even have to be on the window. Make sure that the arcs only end on the two vertical sides and the arcs are not clipped on the top.

Those who wanted this extra credit work should realize that not always we need to use canvas and graphicscontext2D to draw the figures we need.

The line width is chosen using setStrokeWidth() method. The method should be called on each circle object. If you any questions, please ask me in the lab.

Due Date: 08/13/2019

There is no cutoff date for this as I have to submit grades.