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| **APCS Exposure Java** | **Exercises 4.5** | **Date:** |
| **Name:** | | **Period:** |

1. Which class has methods that use more parameters: the **Math** class or the **Graphics** class?

2. What method is not found in an *applet*?

3. What controls the execution sequence in an *applet*?

4. How is calling a method of the **Math** class different from calling a method in the **Graphics** class?

5. What libraries must be imported in order to use the **Graphics** class?

6. What does **awt** stand for?

7. What do the 4 parameters of the **drawLine** method of the **Graphics** class specify?

8. What do the 4 parameters of the **drawRect** method of the **Graphics** class specify?

9. What is the difference between **drawRect** and **fillRect**?

10. How do you create a square with the **drawRect** and **fillRect** methods?

11. What do the 4 parameters of the **drawOval** method of the **Graphics** class specify?

12. What is the difference between **drawOval** and **fillOval**?

13. How do you create a circle with the **drawOval** and **fillOval** methods?

14. What is an *arc*?

15. The 1st 4 parameters of the **drawArc** method are the same as the **drawOval**method.

What do the 5th and 6th parameters specify?

16. When you use parameters incorrectly it may not always be apparent that the program has some \_\_\_\_\_\_\_\_\_\_ error.

17. Assume **g** is an object of the **Graphics** class. Print the Java command to change the graphics color to **orange**.

18. How many **Color**constants are built into Java?

19. In Java it is possible to create any of over 16 million different colors by combining different values of what 3 colors?

20. What **Graphics** method is similar to **System.out.println**, but is used with graphics output?