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\* Write a description of class SnowPeople here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

import wheels.users.\*;

public class SnowPicture extends Frame{

// instance variables - replace the example below with your own

private Snowman \_snowman;

private Snowman \_snowman2;

private Hat \_hat;

private Hat \_hat2;

private Ellipse \_sun;

private ConversationBubble \_bubble;

private ConversationBubble \_bubble2;

public SnowPicture() {

\_snowman = new Snowman(10,240);

\_snowman2 = new Snowman( 200, 240);

\_hat = new Hat(\_snowman);

\_hat2 = new Hat (\_snowman2);

\_sun = new Ellipse(java.awt.Color.yellow);

\_sun.setLocation(300,40);

\_sun.setSize(60,60);

\_bubble = new ConversationBubble("Happy snow day!",ConversationBubble.TAIL\_DIR\_LEFT);

\_bubble2 = new ConversationBubble("Look! there is the sunshine!",ConversationBubble.TAIL\_DIR\_LEFT);

\_bubble.setLocation(110,110);

\_bubble2.setLocation(300,110);

}

public static void main(String[] args){

SnowPicture picture = new SnowPicture();

}

}

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\* Write a description of class Hat here.

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\* @author (Thomas Zangari)

\* @version (11/13/2013)

\*/

import wheels.users.\*;

import java.awt.Color;

public class Hat

{

// instance variables - replace the example below with your own

private Rectangle \_hatBrim;

private Rectangle \_hatUpper;

public Hat(Snowman mySnowman) {

\_hatBrim = new Rectangle();

\_hatUpper = new Rectangle();

this.setColor(Color.BLACK);

this.setSize(60,60);

this.setLocation(mySnowman.getX() + 10, mySnowman.getY() - 60);

}

public void setColor(Color c){

\_hatBrim.setColor(c);

\_hatUpper.setColor(c);

}

public void setSize(int w,int h){

\_hatUpper.setSize(w, h);

\_hatBrim.setSize((w\*4)/3,h/3);

}

public void setLocation(int x, int y){

\_hatBrim.setLocation(x, y + 50);

\_hatUpper.setLocation(x + 10, y);

}

}

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\* Write a description of class Snowman here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

import wheels.users.\*;

import java.awt.Color;

public class Snowman

{

private Ellipse \_head, \_body, \_leftEye, \_rightEye;

private int \_x, \_y;

public Snowman(int x, int y){

\_body = new Ellipse();

\_head = new Ellipse();

\_leftEye = new Ellipse();

\_rightEye = new Ellipse();

\_x = x;

\_y = y;

this.setColor(Color.WHITE, Color.GRAY);

this.setSize();

this.setLocation(x,y);

this.setOutline(java.awt.Color.black,2);

}

public void setColor (Color snowColor, Color eyeColor){

\_body.setColor(snowColor);

\_head.setColor(snowColor);

\_rightEye.setColor(eyeColor);

\_leftEye.setColor(eyeColor);

}

public void setSize(){

\_body.setSize(100,100);

\_head.setSize(80,80);

\_leftEye.setSize(15,15);

\_rightEye.setSize(15,15);

}

public void setOutline(java.awt.Color color, int thickness){

\_body.setFrameColor(color);

\_body.setFrameThickness(thickness);

\_head.setFrameColor(color);

\_head.setFrameThickness(thickness);

}

public int getX(){

return \_x;

}

public int getY(){

return \_y;

}

public void setLocation(int x, int y){

\_x = x ;

\_y = y;

\_body.setLocation(\_x, \_y + 60);

\_head.setLocation(\_x + 10, \_y);

\_leftEye.setLocation(\_x + 25, \_y + 25);

\_rightEye.setLocation(\_x + 65, \_y + 25);

}

}