03.04 ASCII Art Instructions

Instructions: Use the keyboard characters to create a simple ASCII art of your own.

Creating ASCII art can be tedious and time consuming, so keep it simple for your first effort.

First, prepare your artwork. You may plan it out using graph paper or in a text editor.

1. With pencil and paper, make a line drawing of the artwork you want to produce. This is much easier if you use a piece of graph paper with grid spaces large enough to place a symbol.
2. Next on the graph paper, superimpose keyboard symbols on top of the drawing in horizontal rows. If you need to use the backslash, double quotation marks, or single quotation marks, remember to use them with the escape character.
3. You may also consider "drawing" your picture in a text editor to see it before attempting to code it. A text editor is ideal for this task. If using a word processor, switch to a font such as Courier that gives each character the same amount of space.
4. Make sure your artwork uses at least 10 rows of output.

Second, create a new class for this assignment.

1. Create a new project called 03.04 ASCII Art in the Mod03 Assignment folder.
2. Create a new class called ArtWork in the newly-created project.
3. Delete everything between the curly braces; add the `main()` method header and a pair of opening and closing curly braces.

Third, transform your artwork into Java code.

1. Assign horizontal lines of characters to a separate String object as demonstrated in the SurpriseV1 class. For example, the top row of "APCS" is shown below.

```
String row01 = "  *      *****  *****  *****  ";
```

2. Add statements to print the String objects. Note: you may use only the `print()` method, not the `println()` method. Which escape sequence is used to create a new line?
3. Assign your name to a String object and sign your ASCII art by printing a String literal.

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