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CS136L – 001

Lab 2 Painting Cars

Problem Statement:

In this lab, we were to make 3 classes that work together to create a bunch of drawn colored custom cars. The first class Cars handles the instructions for drawing the cars. The second PaintBucket is used to customize the color of the car. And finally, the CustomCarComponent combines the other two classes to draw the custom cars.

Planning:

We broke the cars into three parts the tires the roof and the body. Then choosing an origin we did the math so that each part of the car would be drawn in the right spot with respect to the origin. The body was simply a rectangle class filled in, while the roof is a bunch of connected dots with drawn lines, and the wheels are ellipse classes. For the PaintBucket class will have 3 instance variables that are all integers: Red, Blue, and Green since most colors can be made using a combination of these colors. By using the addColor method be can change the color of the paint in our paint bucket. Finally, we use our finalized paint using our getMixedColor method. The CustomCarComoonent class will set up our Jframe and call the two other classes and their methods to make a scene.

Implementation and Testing:

Reflection:

Overall this lab was pretty difficult we had a problem getting the PaintBucket class to work initially but we figure it out. Our cars roof was messed up but then we found the mistake and fixed it.