CS4712 – User Interface Engineering

Section W02

UI Assignment 1

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# Description

For this assignment, we are expected to create a Java application that allows the user to paint using the mouse click input. The user would be able to freely draw when the mouse button is pressed and draw or select from the predefined shapes/tools available. The options to choose from “Rectangle”, “Eclipse”, and “Line”. From these shapes the user is also available to choose the color and line thickness. When done, the user is available to press “Clear” button to clear the canvas.

# My App Functions

A screenshot of a cell phone

Description automatically generatedFor my app, I was not able to (due to time constraints or difficulty in grasping the implementation) the mouse functions for my app. I was not able to include the mouse event methods that would record the user’s mouse input. Along with that, I was not able to implement the color selection option nor the line thickness option.

I was able to create the ComboBox menus and buttons that would incorporate those setting if I was given more time. As shown below is a screenshot of my application. The buttons and menus show the desired options, but no instructions have been implemented to get the program working past that.