

LAB ASSIGNMENT 0

DUE TO NEXT LAB

1. IN THE LECTURE, WE CREATED A CLASS CALLED "CHALKBOARD".

- Think of another class and define two suitable attributes for it. What would be appropriate variable names for these attributes?
- Which data types would be suitable for the values these attributes can take?
- Implement this class in BlueJ.
- Write a method for your class that prints the class name to the console. Choose a meaningful method name.
- Create an object of the class and call the method.

2. DRAW A FIGURE

- Download the *BlueJ* project *Figures* and open it.
- Create a figure (animal, plant, any kind of object) using min. 4 instances.
- Describe which steps were necessary to create the picture.
- Which methods would have made it easier to create a figure?
- Save a screenshot of your figure.
- How can you describe your image **efficiently** so that another person can create **exactly the same** figure?
- What do Circles, Triangles, Squares and Persons have in common? Do they have any differences?

3. In the lecture we have talked about data types called `int` and `String`. Java has more predefined primitive data types. What are they? Record where you found this information.

4. What are the types of the following values?

- 0
- "hello"
- 101

- -13
- true
- "true"
- "61"
- '7'
- 3.1415

5. ADD ON: RENAME THE CANVAS

- Use the *Figures* project.
- Rename the canvas to your name.
- Change the canvas to any other color.
- Describe the steps you had to take.