

## PROGRAMA 2 DIBUJO DE TRENECITO

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Programación avanzada orientada a objetos

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**FECHA DE ASIGNACIÓN:** 

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**FECHA DE ENTREGA**:

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## CÓDIGO

## **CLASE TRENECITO**

```
1 import java.awt.*;
 2 import java.applet.*;
 3
 4 public class Trenecito extends Applet
 5 {
 6
      public void init()
 7
      {
 8
        //setBackground(Color.YELLOW);
 9
        setSize(900,600);
10
11
      public void paint (Graphics g)
12
13
         //CARROSERIA
14
         g.setColor(Color.WHITE);
         /*frente*/g.fillArc(300,220,155,170,90,-180);
15
         g.setColor(Color.BLACK);
16
17
         g.drawArc(300,220,155,170,90,-180);
         g.setColor(Color.RED);
18
19
         q.fillRoundRect(55,220,370,170,40,40);
20
         g.setColor(Color.BLACK);
21
         g.drawRoundRect(55,220,370,170,40,40);
22
23
         //LLANTA1
24
         g.setColor(Color.GRAY);
25
         g.fillOval(50,350,120,128);
26
         g.setColor(Color.BLACK);
27
         g.drawOval(50,350,120,128);
28
29
         //LLANTA2
30
         g.setColor(Color.BLUE);
31
         g.fillOval(150,360,110,118);
32
         g.setColor(Color.BLACK);
33
         g.drawOval(150,360,110,118);
34
35
         //LLANTA3
36
         g.setColor(Color.YELLOW);
37
         g.fillOval(240,380,90,98);
38
         g.setColor(Color.BLACK);
39
         g.drawOval(240,380,90,98);
40
41
         //TUERCAS
```

```
42
         g.setColor(Color.BLACK);
43
         g.fillOval(105,409,10,10);
44
         g.fillOval(195,414,10,10);
45
         g.fillOval(280,419,10,10);
46
47
         //CHIKICHI
48
         g.setColor(Color.GREEN);
49
         g.fillRoundRect(120,290,200,100,40,40);
50
         g.setColor(Color.BLACK);
         g.drawRoundRect(120,290,200,100,40,40);
51
52
53
         //NARIZ
54
         g.setColor(Color.YELLOW);
55
         g.fillOval(375,250,40,30);
56
         g.setColor(Color.BLACK);
57
         g.drawOval(375,250,40,30);
58
59
         //BOCA
60
         g.setColor(Color.YELLOW);
61
         g.fillArc(345,280,70,70,180,180);
62
         g.setColor(Color.BLACK);
         g.drawArc(345,280,70,70,180,180);
63
         g.drawLine(345,315,415,315);
64
65
66
         //RESPALDO
67
         g.setColor(Color.RED);
         g.fillRect(60,120,250,120);
68
69
70
         //CABINA
71
         g.setColor(Color.YELLOW);
72
         q.fillRoundRect(110,135,80,85,25,25);
73
         g.setColor(Color.BLACK);
74
         g.drawRoundRect(110,135,80,85,25,25);
75
76
         g.setColor(Color.YELLOW);
77
         q.fillRoundRect(190,135,105,85,25,25);
78
         g.setColor(Color.BLACK);
79
         g.drawRoundRect(190,135,105,85,25,25);
80
         //CEJAS
81
         g.drawArc(220,174,15,15,15,155);
82
83
         g.drawArc(220,175,15,15,15,155);
84
         g.drawArc(220,176,15,15,15,155);
85
         g.drawArc(245,174,15,15,15,155);
```

```
86
          g.drawArc(245,175,15,15,15,155);
 87
          g.drawArc(245,176,15,15,15,155);
 88
 89
          //ojos
 90
          g.fillOval(220,185,15,15);
          q.fillOval(245,185,15,15);
 91
 92
 93
          //PARTE SUPERIOR
 94
          q.setColor(Color.BLUE);
          g.fillRoundRect(185,90,160,30,20,40);
 95
 96
          g.setColor(Color.BLACK);
 97
          q.fillRoundRect(30,90,180,30,20,40);
 98
 99
          //NARIZ 2
          g.setColor(Color.YELLOW);
100
101
          q.fillArc(280,200,50,50,180,-180);
102
          g.setColor(Color.BLACK);
          q.drawArc(280,200,50,50,180,-180);
103
104
          g.drawLine(280,225,330,225);
105
          //g.drawLine(500,350,600,200);
106
107
108
          //CHIMENEA
          g.setColor(Color.GRAY);
109
          g.fillRoundRect(362,70,40,150,10,10);
110
111
112
          //HUMO
          g.fillOval(362,25,40,25);
113
114
          g.fillOval(410,10,40,25);
115
          g.fillOval(465,5,40,25);
116
          g.setColor(Color.BLACK);
117
          g.drawOval(362,25,40,25);
118
          g.drawOval(410,10,40,25);
119
          g.drawOval(465,5,40,25);
120
121
          //VIAS
          q.fillRect(20,480,750,5);
122
123
          g.fillRect(20,490,750,5);
124
125
          //NOMBRE
          Font letrero = new Font("SansSerif", Font.BOLD, 18);
126
127
          g.setFont(letrero);
128
129
          g.drawString("Materia: Programación Avanzada xD",
```

## **CAPTURAS DE FUNCIONAMIENTO**

