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 *
 * Project 1a: Some Computer Graphics Examples
 *
 * Author: Nicholas Primiano <nprimiano@fordham.edu>
 * Date: 18 September 2013
 *
 * This program prompts the user to enter a name then it
 * displays that name in a window.
 *
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#include "Simple_window.h"
#include <iostream>

using namespace Graph_lib;

//usual main function
int main(){
    //string to hold user's full name
    string full_name;
    //prompt user and read in a full line of text
    cout << "Enter your name: ";
    getline(cin, full_name);

    //Tell user how to exit the program
    cout << "Click the ""Next"" button to quit the program!\n";

    //Create a window to display the user's name in bold
    Point point_start(100,100);
    Point point_name(150,200);
    int size_window_x = 600;
    int size_window_y = 400;
    Simple_window window(point_start,size_window_x,size_window_y,"Name Window");
    Text name_text(point_name, full_name);

    int font_size = 32;
    name_text.set_font_size(font_size);
    name_text.set_font(Graph_lib::Font::times_bold);
    window.attach(name_text);


    window.wait_for_button();
    //return 0 indicating successful completion
    return 0;
}
```



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/************************************************************
 *
 * Project 1b: Some Computer Graphics Examples
 *
 * Author: Nicholas Primiano <nprimiano@fordham.edu>
 * Date: 18 September 2013
 *
 * This program draws a red and black checkerboard
 * in a window.
 *
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#include "Simple_window.h"
#include "Graph.h"
#include <iostream>

using namespace Graph_lib;

//usual main function
int main(){
    //Window starting point and size
    Point point_start(100,100);
    int size_x = 800;
    int size_y = 800;
    //Make Checkerbaord window
    Simple_window matrix(point_start, size_x,size_y, "Checkerboard");

    //Make checkerbaord boxes and fill vectors
    Vector_ref<Rectangle> fill;

    //Fill alternating boxes red and black
    for(int y = 0; y <8; y++){
        for(int x = 0; x < 8; ++x){
            fill.push_back(new Rectangle(Point(y*90, x*90),90,90));
            if(x % 2 == 0 && y % 2 == 0){
                fill[fill.size()-1].set_fill_color(Color::red);
            }
            else if (x % 2 == 1 && y % 2 == 1){
                fill[fill.size()-1].set_fill_color(Color::red);
            }
            else{
                fill[fill.size()-1].set_fill_color(Color::black);
            }
            //Add fill to window
            matrix.attach(fill[fill.size()-1]);
        }
    }
    matrix.wait_for_button();
    //Return 0 indicating successful completion
    return 0;
}
```