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CS 1063 Lab 4: Hyperbolas and Star Wars Names

The `Hyperbola` and `StarWarsNames` Classes

Objectives

- Call methods with parameters and return values.
- Use the String class and String methods.
- Use the DrawingPanel and Graphics classes.

Hand-in Requirements

All projects and laboratories will be submitted electronically through Blackboard. Zip up your entire lab directory to submit as the source. (Right click on the lab folder and follow **Send To > Compressed (zipped) Folder** or **7-Zip > Add to "lab4.zip"**.) The lab folder should include the following:

- `Hyperbola.java`
- `StarWarsName.java`
- DrawingPanel.java

Note that output files are not required for this assignment.

Introduction

This assignment has two parts: Hyperbola Drawing and The Star Wars Name Generator. For this assignment, you will create two `.java` files: `Hyperbola.java` and `StarWarsName.java`. These two files plus DrawingPanel.java should be in your `lab4` folder.

Part I: Hyperbola Drawing

In your `lab4` directory, create a program named `Hyperbola.java`