

Method Madness

For my Method Madness project RaymondAguilar_3_methodsmadness, My code draws an upside down house. I feel like my project is cool because although a lot of my fellow classmates made houses as well, mine is upside and more simple, it lacks color and consists of black lines and shapes. I practiced using encapsulation in my code by using private voids and putting everything together. `private void drawShapes(GraphicsContext gc) {`

```
private void drawShapes(GraphicsContext gc) {  
    gc.setFill(Color.RED);  
    gc.setStroke(Color.BLACK);  
    gc.setLineWidth(5);  
    gc.strokeRect(190, 230, 90, 90);  
    gc.strokeLine(190, 320, 235, 350);  
    gc.strokeLine(280, 320, 235, 350);  
    gc.strokeRect(215, 230, 30, 30);  
    gc.strokeRect(200, 280, 20, 20);  
    gc.strokeRect(245, 280, 20, 20);  
    gc.setLineWidth(3);  
    gc.strokeOval(220, 240, 5, 5);  
    gc.setLineWidth(4);  
    gc.strokeRect(245, 280, 10, 10);  
    gc.strokeRect(255, 290, 10, 10);  
}
```

These were some examples of the four different values I used in my program. Value 1 was `gc.strokeRect(190, 230, 90, 90)`; Value 2, `gc.fillText("", 42, 42)`; Value 3 `gc.strokeOval(220, 240, 5, 5)`; Value 4 is `gc.strokeLine(280,320, 235, 350)`. I used one class constructor which was `private void drawHouse(GraphicsContext gc) {` which I used to start making my program and to start on my house. For access I used `public void` & `private void` in my program, I used private for `drawShapes` and I used a public void for my `start(Stage primaryStage)`.

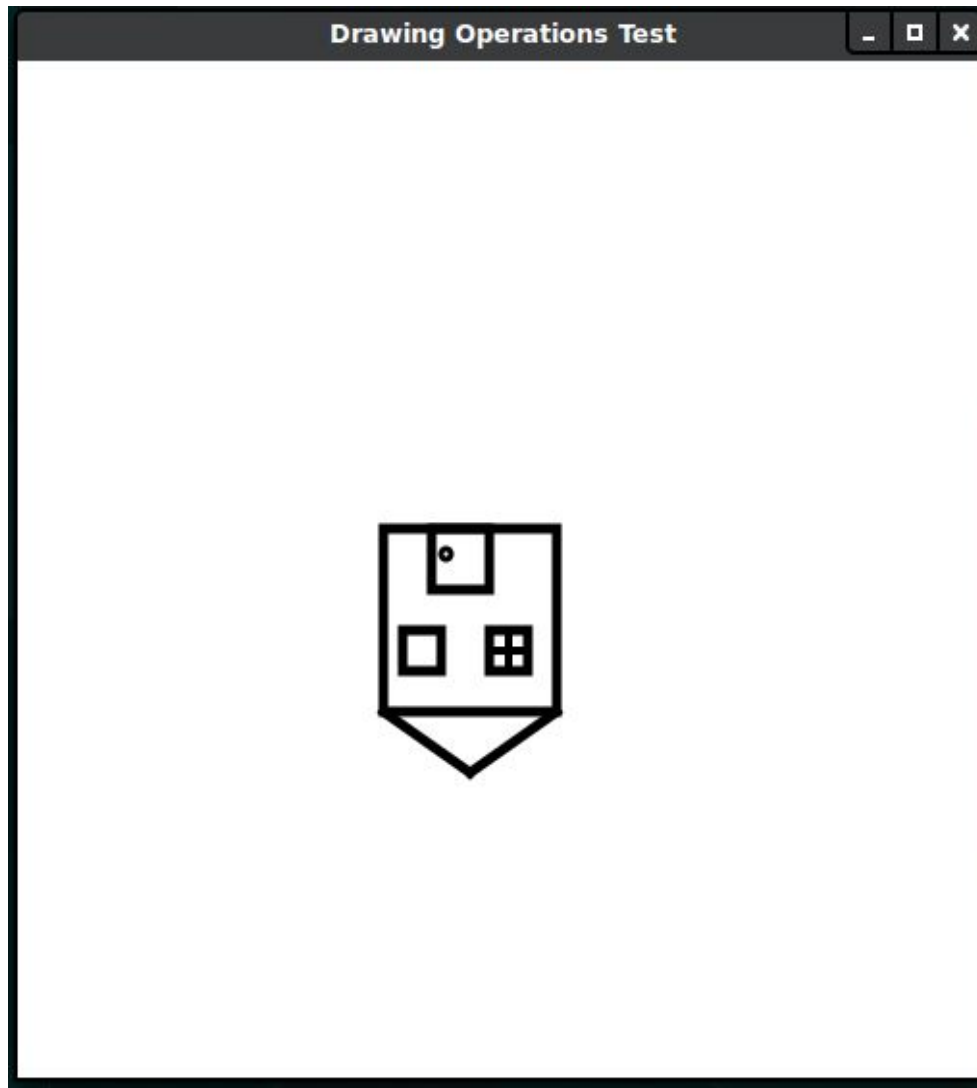
I used the following methods inside my program.

```
@Override
public void start(Stage primaryStage) {
    primaryStage.setTitle("Drawing Operations Test");
    Group root = new Group();
    Canvas canvas = new Canvas(500, 500);
    GraphicsContext gc = canvas.getGraphicsContext2D();
    drawShapes(gc);
    drawHouse(gc);
    root.getChildren().add(canvas);
    primaryStage.setScene(new Scene(root));
    primaryStage.show();
}
```

```
private void drawShapes(GraphicsContext gc) {
    gc.setFill(Color.RED);
    gc.setStroke(Color.BLACK);
    gc.setLineWidth(5);
    gc.strokeRect(190, 230, 90, 90);
    gc.strokeLine(190, 320, 235, 350);
    gc.strokeLine(280, 320, 235, 350);
    gc.strokeRect(215, 230, 30, 30);
    gc.strokeRect(200, 280, 20, 20);
    gc.strokeRect(245, 280, 20, 20);
    gc.setLineWidth(3);
    gc.strokeOval(220, 240, 5, 5);
    gc.setLineWidth(4);
    gc.strokeRect(245, 280, 10, 10);
    gc.strokeRect(255, 290, 10, 10);
}
```

```
private void drawHouse(GraphicsContext gc) {
    gc.fillText("", 42, 42);
}
```

I used `gc.setFill(Color)` and `gc.setStroke(Color)` to select the colors that I would use in my project, I used purely stroke shapes and lines because I did not like the way the fill colors looked so i just used black lines and the blank white canvas for color, I used `gc.strokeRect` to make rectangles and squares, `gc.strokeOval` for my doorknob and `gc.strokeLine` for the roof.



I was very confused and I had absolutely no idea what to do and I was just sitting in class everyday being confused, until I began to start asking my peers and my classmates for help and to my surprise they were actually willing to help me and they answered my questions and eventually i knew what to do and I made my own picture. Every time I had an error I would just tinker around with the numbers and find a new solution. I know it's not very special but I did learn a lot from this project.