OOPDraw:  
Learn the principles of OOP by writing a simple drawing program

Electronic answer document  
(EAD)

Pupil name:   
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Type, or paste, your answer underneath each question.

1. What is the value of SelectedItem now?
2. Paste in a screenshot of the resulting triangle
3. Paste in a screenshot showing several triangles drawn within the form.

1. Paste in your code for the DrawRectangle function
2. Paste in your code for the modified Form1\_MouseClick function
3. Paste in a screenshot showing that you have drawn a triangle and a rectangle in different places on the same screen.
4. Paste your code for that new class.

1. Paste in your equivalent code changes for drawing the EquilateralTriangle.
2. What compile error messages appear within the Draw method?
3. Paste in the sections of code you changed, equivalent to those shown above for Rectangle.

1. What compile error message do you get?

1. What compile error messages do you get?
2. Paste in a screenshot showing that you can still draw rectangles and triangles.
3. Paste your new code for the Draw method on EquilateralTriangle
4. Why is the program not user-friendly?

1. What is the bug?

1. What error arises and why?

1. Paste in a screenshot showing one of several shapes selected.
2. What happens, for example if you resize a triangle, and click somewhere low on the screen?

1. Paste in a screenshot of your running program showing the house.

1. Paste in a screenshot:

1. Can you figure out why not?

1. What happens if you draw a house, then select Resize and click somewhere? Is this expected?

1. What compile error message do you get if you *temporarily* remove the keyword virtual from either of the inherited methods on Shape?

1. Paste in a screenshot.
2. Paste in a screenshot showing several houses of different sizes.