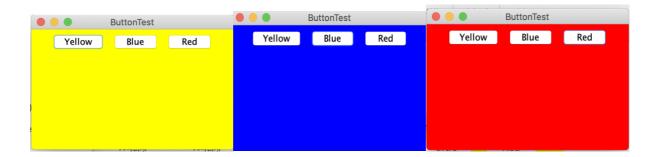
객체지향 프로그래밍 10 주차 실습 과제

이름 : 김태석

학번 : 201721083 학과 : 미디어학과

학년 : 2 학년

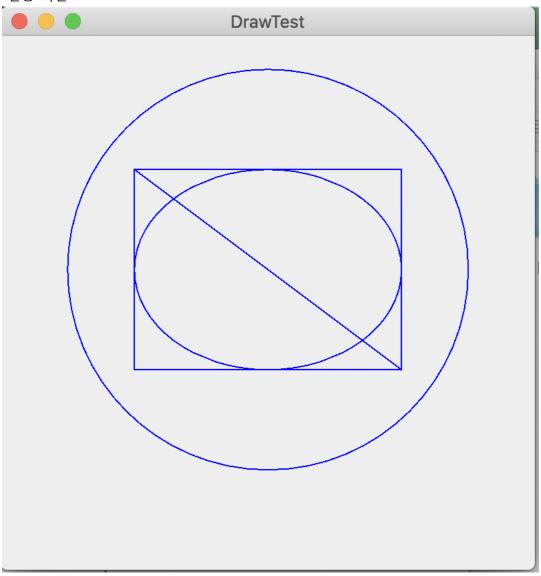
-실행화면



-코드

```
yellowAction.makeButton(yellowButton,"yellow",Color. YELLOW);
blueAction.makeButton(blueButton,"blue",Color.BLUE);
redAction.makeButton(redButton,"red",Color.RED);
```

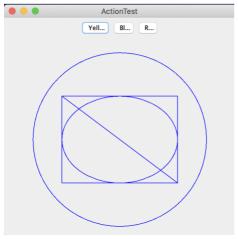
-실행 화면



-추가한 코드 g2.setColor(Color.BLUE);

- 2-나

-실행화면

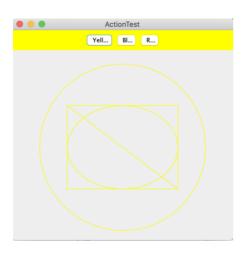


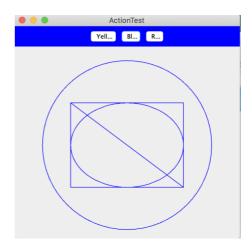
-추가 코드

add(buttonPanel,BorderLayout.NORTH);

var dc =new DrawComponent();
 add(dc,BorderLayout.CENTER);

-실행화면





```
Yell... Bl... R...
-추가 코드
public void actionPerformed(ActionEvent event)
      {
          Color c = (Color) getValue("color");
          buttonPanel.setBackground(c);
          dc.mysetCol(c);
          repaint();
      }
class DrawComponent extends JComponent
   {
      private static final int DEFAULT_WIDTH = 400;
      private static final int DEFAULT_HEIGHT = 400;
      private Color c;
public void mysetCol(Color cc) {
         this.c = cc;
      }
```

```
public void mousePressed(MouseEvent event)
{
    // add a new square if the cursor isn't inside a square
    current = find(event.getPoint());
    if(event.isPopupTrigger()) {
        remove(current);
    }
    else {
        if (current == null) add(event.getPoint());
    }
}
```

```
MouseTest
                       Erase
-MouseComponent에 추가한 메소드
public void ClearRt() {
         this.squares = new ArrayList<>();
   }
-MouseFrame 수정된 코드
public class MouseFrame extends JFrame
{
      MouseComponent mc;
   public MouseFrame()
   {
         mc = new MouseComponent();
      add(mc,BorderLayout. CENTER);
      var jb = new JButton("Erase");
         jb.addActionListener(new ActionListener() {
                public void actionPerformed(ActionEvent event) {
```

```
mc.ClearRt();
    repaint();
}
});
add(jb,BorderLayout.SOUTH);
pack();
}
```