

CS 2410 – Spring 2016

Assignment #9 (Bonus)

Introduction

This has changed from what we talked about in class. I decided my first idea was a bit too overwhelming. Instead you will be making a sketch pad. Similar to what we talked about in class.

General requirements

In order to receive full credit your code must follow appropriate class conventions

Interface

(5 pts) The interface is similar to the previous games. You will have a drawing area with a toolbar at the top (similar to the score area). The toolbar will have some selections to choose what to draw.

Usage/Requirements

The toolbar has a few options. You can decide how to implement them. You must also be able to open and save jpg files. The program works as follows:

1. (5 pts) Choose color
 - a. This applies to next thing to be drawn
2. (5 pts) Choose stroke size
 - a. Small, medium, large is sufficient
 - b. This only applies to drawing lines
3. (5 pts) Draw line
 - a. Click a starting point for the line
 - b. Line completes when mouse is released
4. (5 pts) Draw freehand line
 - a. Click mouse and drag
 - b. Line is drawn wherever mouse drags
5. (10 pts) Draw shape
 - a. Choose oval or rectangle
 - b. Click once to start
 - c. Drag for size and release to complete
6. (10 pts) Erase
 - a. Click on an object to erase it (remember the contains() of shape)
 - b. Erases entire object, not a part of it
7. (5 pts) Files
 - a. Save current image as a jpg file
 - b. Read ImageIO and BufferedImage
 - c. Use JFileChooser

What/How To Turn In (READ THIS)

Submit your files on Canvas according to class conventions.

Due: May 2, 2016