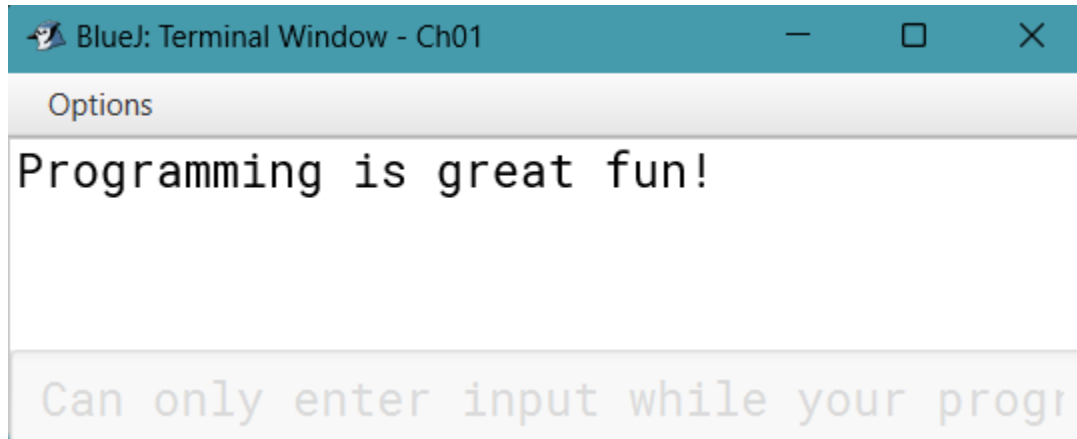


First try was an error and that was due to using capitalized “ i “ instead of I

```
System.out.println("Programming is great fun!");  
Error: cannot find symbol - method println(java.lang.String)
```

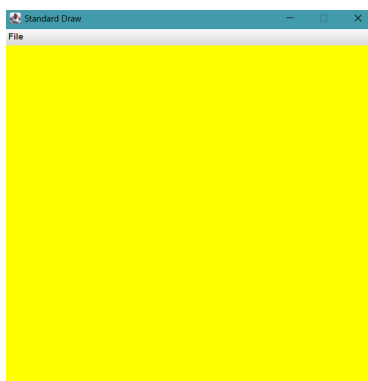
System.out.println("Programming is great fun!");



```
Draw scr1 = new Draw();  
scr1.clear(DrawJELLO);  
Error: cannot find symbol - variable DrawJELLO  
scr1.clear(Draw.YELLOW);  
Error: cannot find symbol - variable scr1  
scr1.clear(DrawYELLOW);  
Error: cannot find symbol - variable DrawYELLOW  
scr1.clear(Draw.YELLOW);  
Error: cannot find symbol - variable scr1  
Draw scr1 = new Draw();
```

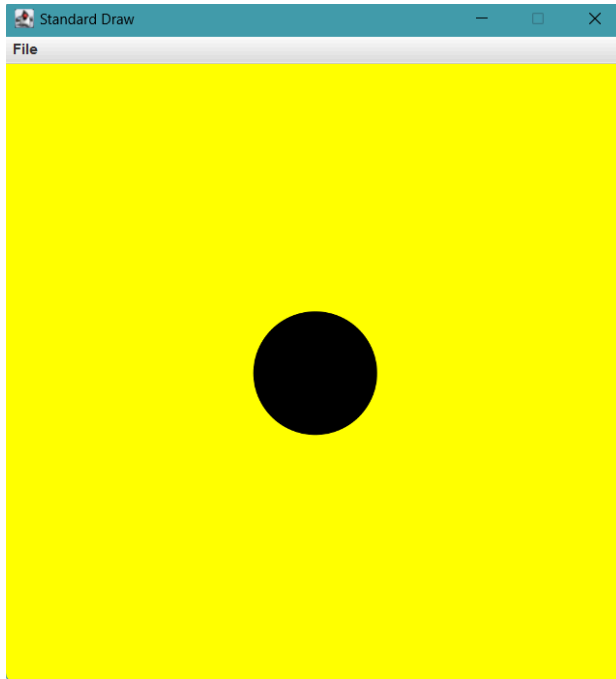
We were making the screen yellow

It would not draw yellow because I mistyped Draw scr1 = new Draw();



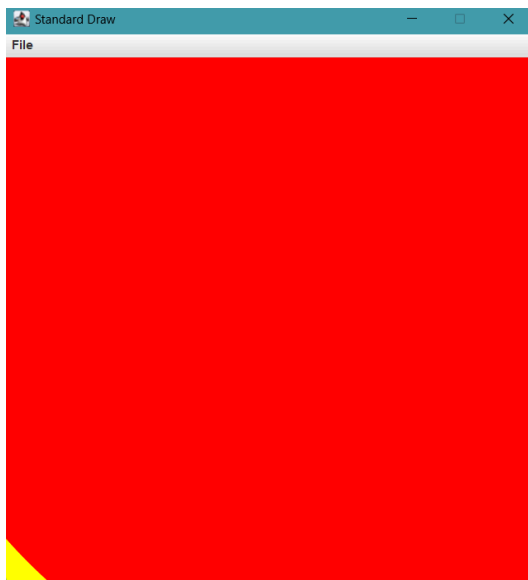
I got a yellow screen after fixing my typo

We put a black circle in the middle



We to put a second red circle

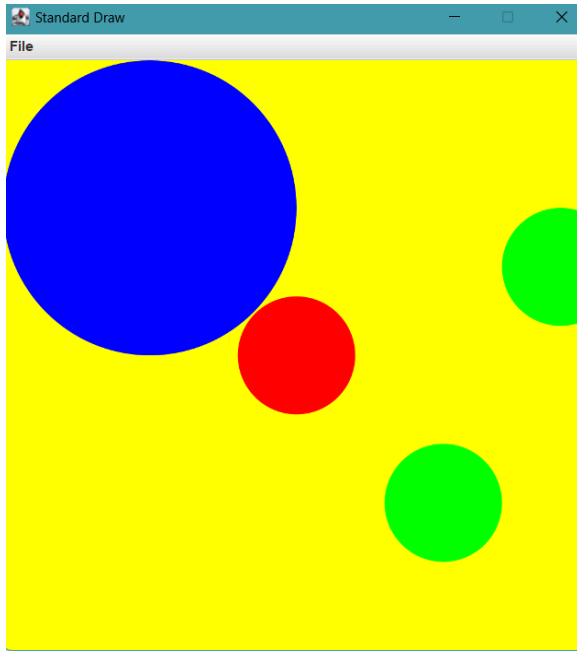
I changed the pen color but made the circle too big



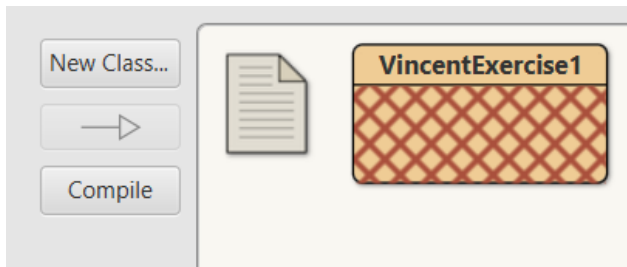
```
scr1.setPenColor(Draw.RED);  
scr1.filledCircle(0.75, 0.75, 1);  
scr1.clear  
    Error: cannot find symbol - variable clear  
scr1.clear(Draw.Yellow);  
    Error: cannot find symbol - variable Yellow
```

I tried to clear it, but ended up drawing the screen yellow again

Made the screen yellow again. Added a red circle then added 2 green followed by blue.



```
scr1.clear(Draw.YELLOW);  
scr1.filledCircle(0.5, 0.5, 0.1);  
scr1.setPenColor(Draw.GREEN);  
scr1.filledCircle(0.75, 0.25, 0.1);  
scr1.filledCircle(0.95, 0.65, 0.1);  
scr1.setPenColor(Draw.BLUE);  
scr1.filledCircle(0.25, 0.75, 0.1);  
scr1.filledCircle(0.25, 0.75, 0.25);
```



Created a class, put my own code in.

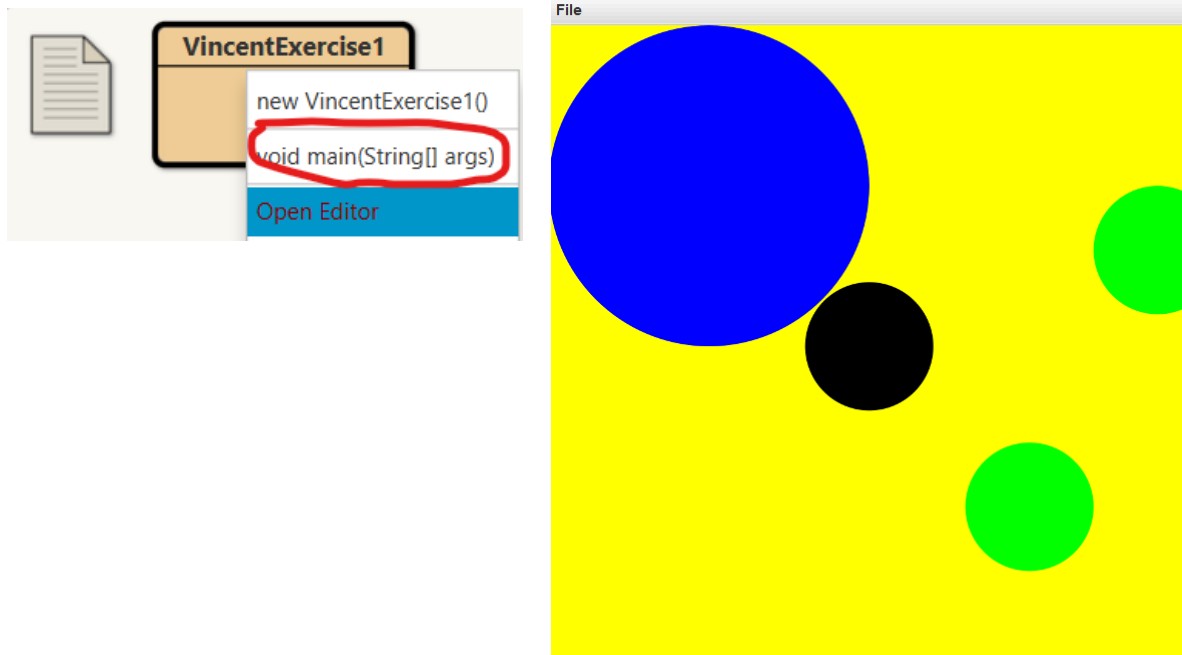
I forgot my main and resulted in 16 errors. After asking for help from my classmate Dylan he showed me what he did.

```
8 public class VincentExercise1  
9 {  
10  
11  
12     Draw scr1 = new Draw();  
13     scr1.clear(Draw.YELLOW);  
14     scr1.filledCircle(0.5, 0.5, 0.1);  
15     scr1.setPenColor(Draw.GREEN);  
16     scr1.filledCircle(0.75, 0.25, 0.1);  
17     scr1.filledCircle(0.95, 0.65, 0.1);  
18     scr1.setPenColor(Draw.BLUE);  
19     scr1.filledCircle(0.25, 0.75, 0.1);  
20     scr1.filledCircle(0.25, 0.75, 0.25);  
21  
22 }
```

I included the main and compiled

```
8 public class VincentExercise1
9 {
10     public static void main(String[] args)
11     {
12         Draw scr1 = new Draw();
13         scr1.clear(Draw.YELLOW);
14         scr1.filledCircle(0.5, 0.5, 0.1);
15         scr1.setPenColor(Draw.GREEN);
16         scr1.filledCircle(0.75, 0.25, 0.1);
17         scr1.filledCircle(0.95, 0.65, 0.1);
18         scr1.setPenColor(Draw.BLUE);
19         scr1.filledCircle(0.25, 0.75, 0.1);
20         scr1.filledCircle(0.25, 0.75, 0.25);
21     }
22 }
```

Right click and run main and resulted in



A new method called printExample and above this but not shown is the main()

```
23 public static void printExample()  
24 {  
25     Draw win = new Draw();  
26     win.clear( Draw.LIGHT_GRAY );  
27     win.text( 0.10, 0.25, "Programming is great fun! ");  
28     System.out.println("My program is great fun! ");  
29 }
```

Line 27 results the text in the graphics window. (Allows you to take color, shapes, and text)

Line 28 results the text in the terminal window. (Takes text only)

Line 23 x = 0.10, y = 0.25 and it is the x, y for THE MIDDLE OF "Programming is fun"

