# Answers for 1.3P How Many Objects?

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**Question 1**: How many of each kind of objects are created in this code?

|  |  |
| --- | --- |
| Class | Number of Objects |
| Window | 2 |
| Bitmap | 1 |
| Sound Effect | 1 |
| Font | 0 |

**Question 2**: What are the details of the different windows? Complete the following table. For Color Shown, indicate the color that the window was cleared to.

|  |  |  |  |
| --- | --- | --- | --- |
| Window Title | Width | Height | Color Shown |
| “Hello World” | 800 | 600 | Blue |
| “Another Window” | 300 | 300 | Green |
|  |  |  |  |
|  |  |  |  |

**Question 3**: How are the variables and Window objects connected? Which variables refer to which objects?

|  |  |  |
| --- | --- | --- |
| Window Title | Number of Variables that Refer to this Object? | Variable Names (comma separate if multiple) |
| “Hello World” | 2 | helloWindow,yetAnotherWindow |
| “Another Window” | 1 | anotherWindow |
|  |  |  |
|  |  |  |

**Question 4**: How many times is the Window object with the title “Hello World” told to do something? Copy in the lines of code that get this Window object to do something.

5 times, list as follow:

1. helloWindow.MoveTo(0,0);
2. yetAnotherWindow.Clear(Color.Blue);
3. yetAnotherWindow.Refresh(60);
4. helloWindow.DrawBitmap(pegasi, 10, 50);
5. helloWindow.Refresh(60);

**Question 5**: How could you create another Bitmap object? One that loads a “Hello.png” image?

Bitmap hello = new Bitmap("Hello", "Hello.png");

**Question 6**: How could you create another variable that will also refer to the “Hello.png” image you loaded in Question 5?

Bitmap referObj = hello;