WORKSHEET 02D – Assigned week 1 day 2; due week 2 day 1

Writing a program, using graphics classes from the Java Library

Reading/studying C. 2.9-2.10 and take notes

- Textbook
- Slides
- Chapter Summary (at the end of the chapter lessons): first 3 sections (i.e., on the same material)

Keep your notes

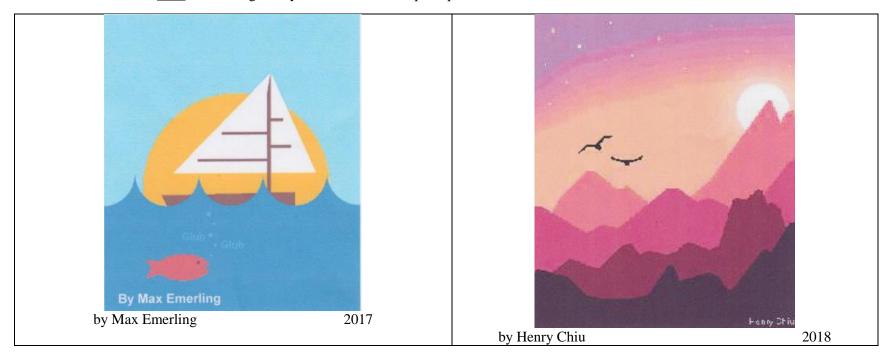
Program Outline:

- Download the 2 source files **ShapeViewer.java** and **ShapeComponent.java**. Note that the image here does not have any aesthetic value; it simply demonstrate all the technical details in creating an image.
- The **ShapeViewer.java** has the main program so you will run it. The **ShapeComponent.java** does not have the main program.
- Study and understand the code, along with the slides in the "Some Graphics" section. Note that you need to create an object with the **new** operator before you can ask it to do something, or ask some other object to do something with it.

B Your own program:

- 1. Design your own image, which must:
 - a. have at least one for each of the following shapes: Rectangle, Ellipse.Double, Line.Double, Polygon
 - b. have at least once for each of the following methods: translate, grow.
 - c. have some text
 - d. have at least 2 different default colors and at least 2 different from-scratch colors
 - e. fill the area, approximately: width 0 300; height 0 360 -and not beyond ~ 400
- 2. Use graph paper to design, which will facilitate in finding out the coordinates and dimension of shapes.
- 3. You may use the same 2 downloaded files. There is no need to modify **ShapeViewer.java**. And you may modify **ShapeComponent.java** for your own use.
- 4. Submit online; and demo in class on due date.
- 5. Print the screen shot of your BlueJ project & the resulting image, and keep in you binder.
- 6. Top three images voted will receive additional 3 points, 2 points, 1 point ... Be creative and have fun!

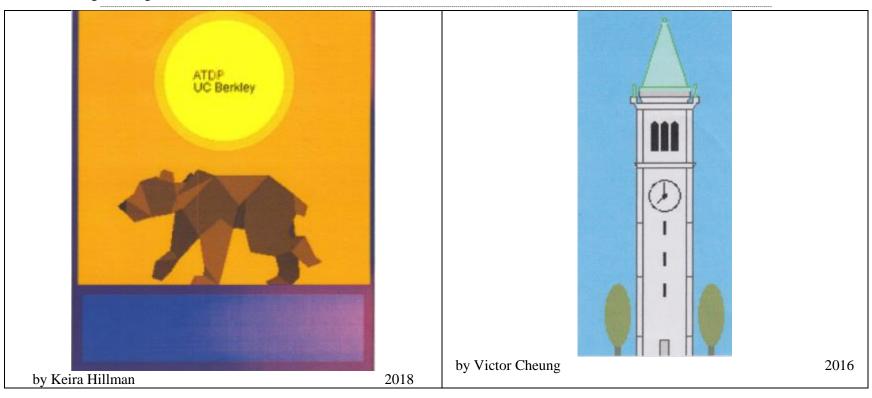
SOME EXAMPLES Note: these images may *not* have all the shape requirements













THE END