

# COMP 110 Object-Oriented Programming

## Assignment 2 – Remote Circles

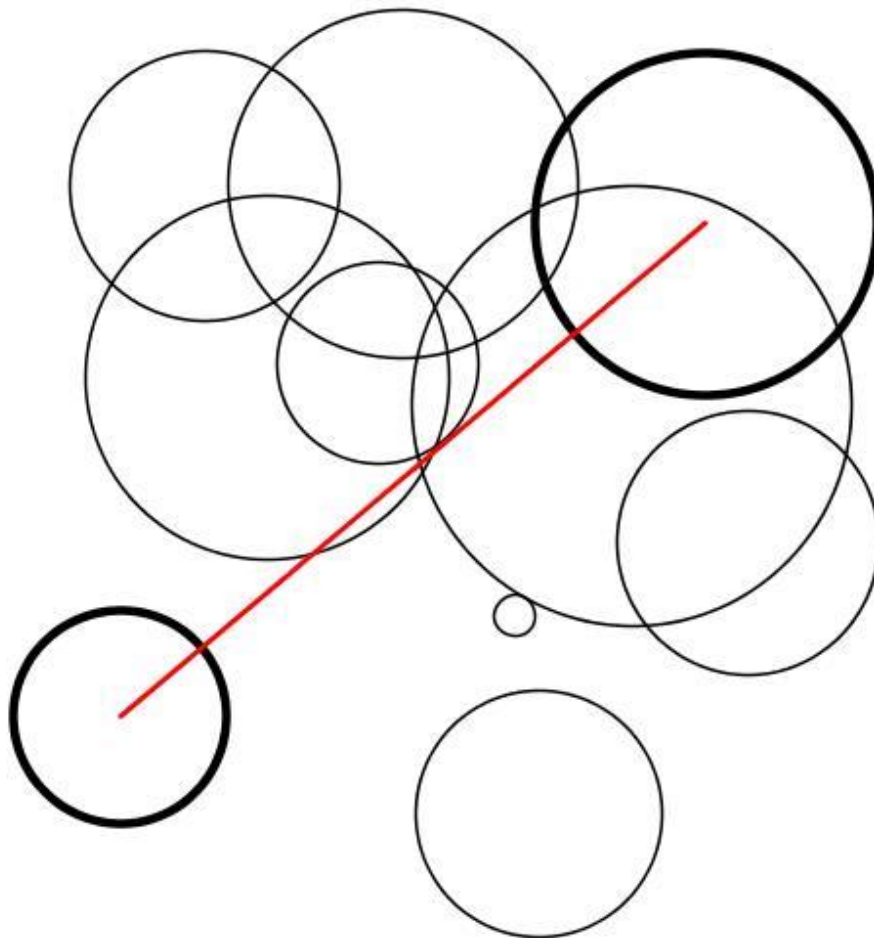
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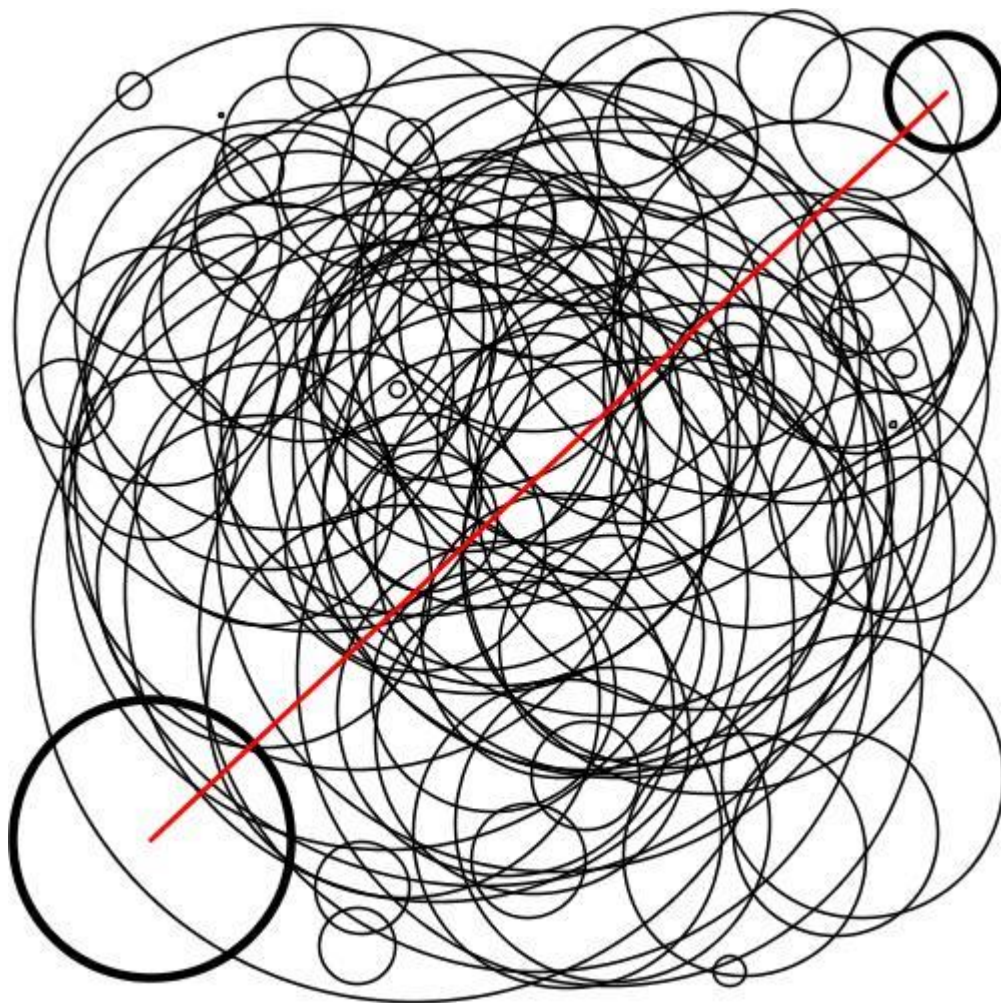
### Algorithm Explanation

In this assignment, I used a graphics library. this program creates a canvas with a 500X500 mm width and height. It sets the canvas scale(0,1). It changes the pen thickness 0.005mm. Then, it creates an array of objects after that, it creates random circle objects by using the random class. In a for loop, the program assigns these circle objects to an array and draws if they are in borders (It checks that with if statement.). I wrote a nested loop to calculate the maximum distance and also took the index of two circles which is the farthest circles' coordinates. The program increases the pen thickness because the program draws these two circles again. It uses indexes for getting these circles coordinates(x and y values from the getter method). It changes the pen color to red. it draws a line between the two circles.

### Sample Outputs



This is an example with 10 circles.



This is an example with 100 circles.