Assignment 4 - MercMan the Scalable

CSC204 Spring 2017
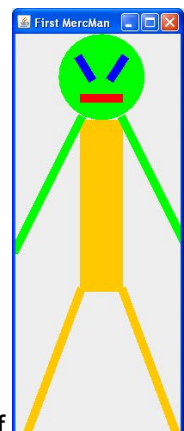
Due Wednesday, February 15, 2017

You are to individually write a set of two Java classes that work together to draw a cute cartoon person. This person should be drawn to fit inside whatever sized JFrame it is placed. As the JFrame changes size, so should your cartoon person. You should base your program on the examples from class.

Your code should include:
- A new Java Project in Eclipse, named MercMan, saved on Orion.
- A `MercManViewer` class that contains a main method and
    - Creates a JFrame to hold the MercMan of the desired size.
    - Assigns the JFrame a title that includes your name.
    - Creates a MercMan object.
    - Puts the MercMan object into the JFrame and makes it visible.
- A `MercMan` class that extends JComponent and draws your Scaled MercMan. Make sure your MercMan meets these requirements:
    - Has a head with eyes, nose, mouth, ears, and hair.
    - All face parts scale nicely (are in the right place no matter what size frame).
    - Has a body, two arms, and two legs (creative variations can be approved).
    - The head (or top of hair) always touches the top of the inside of the JFrame.
    - The feet always touch the bottom of the inside of the JFrame.
    - Arms and legs always connect appropriately to the body no matter what size frame.
    - Includes examples of: Rectangle, Ellipse2D, Line2D.
    - Includes multiple colors.
    - The example MercMan to the right might get a grade of 70%.
- Both Java files should **_include comments_** stating who you are, a description of the program, the completion date, and little hints about what is going on.

Deliverables:

- When complete, you should upload this Eclipse project's `src` folder to our shared Google folder. Once uploaded, you should change the name of the folder to "MercMan".

Enjoy!!! Have fun!!!