

Assignment Descriptions for Ch.9 – Graphics in Java.

Prog9_01UsingDrawLine. Create a design using nothing but the command that allows us to draw lines, **drawLine(int x1, int y1, int x2, int y2)** which draws a line between points (x1,y1) and (x2,y2) . You can use the source code provided as a guide.

Prog9_02CreateOwnLogo. You can use the one you decided-on in class, but you don't have to. Create any logo of your choice. I was just using the given ones as examples in case you could not think of any. Extra credit will be given for the best ones. Again, use the source code provided as a guide.

Prog9_03SphereInscribedInCylinder. Put a sphere in a cylinder using any of the commands for drawing lines, ovals, rectangles, etc, and also the fill commands. The sides of the sphere must be tangent to the inner walls of the cylinder.

Prog9_04AnimationsInJava. Create any animation of your choice using the examples found in the source code provided. Think of something simple for now like balloons rising or a falling object.

Prog9_05AbstractArt. Create your own masterpiece.

Prog9_06ScienceGraphic. Make a graphic illustrating a concept in science. It can be from any of the sciences, physics, chemistry, biology, environmental, or branches of mathematics, geometry, calculus, algebra, number theory, statistics, arithmetic, etc..