

## HSA2 Graphics Drawing Assignment

Do some sort of attractive drawing. *If you're really stuck draw a house with a sun and a cloud or make a logo*

You can look at the template program to get started. I'll paste it in below.

**Make sure that you demonstrate how to do the following:**

- draw a line where you want it
- change line thickness
- draw a rectangle where you want it
- draw circles (filled or outlined)
- make your own colours
- make semi-transparent colours
- change fonts
- `gc.setAntiAlias(true)` – this is so that diagonal lines and curves look smooth.
- use `gc.drawString()` to write some text onto the screen.

We can do everything we need to in our graphics programs if we can draw rectangles, circles, lines, and change colours and fonts.

There are lots of other cool things to try if you want - like polygons and arcs.

I have a few sample drawings to inspire you. (I'll post them separately).

---

Copy the template program from here: <http://quarkphysics.ca/ICS3U1/javaprogs/unit4/GraphicsTemplate.java> and use it to start your drawing.

It's also here below on the next page.

*Note that this program just draws what you tell it, and then it stops. There's no animation, user input etc.*

```

/* HSA2 Graphics Template program
*
* This is a template for you to copy and use in your programs.
* Copy the file to a new file name, rename a few things below, and then add your code.
* Remove all of these comments and add your own explaining what you are drawing
* e.g. draw face, draw spaceship
*/

package YOUR_PACKAGE_NAME_HERE;
// CHANGE THIS to match the name of the package (folder) that this code is in

import hsa2.GraphicsConsole;    // this imports the code from the hsa2 graphics library
import java.awt.Color;         // this imports standard Java code for using colors and fonts
import java.awt.Font;

public class ProgramTemplate {
//CHANGE THIS name to match whatever class you are calling your program (1)
// (Don't call it ProgramTemplate). There are 3 places where this needs changing.

    public static void main(String[] args) {
        new ProgramTemplate (); // this is the name of your class. CHANGE HERE (2)
    }

    //Global variables can go here:
    GraphicsConsole gc = new GraphicsConsole(800, 600, "Drawings");

    ProgramTemplate() { //This is the constructor. Name of class. CHANGE HERE (3)

        //all drawing goes here
        gc.setBackground(Color.YELLOW);
        gc.clear();
        gc.drawLine(50,50,300,100); //will draw in black since we haven't changed the
foreground colour
        //.....

    }
}

```