

Freshman Honors Seminar Exercise 1 Fall 2007

My Picture

As a first exercise, I want you to make a stand-alone Java application that opens a panel with a *graphics window* and possibly other controls such as buttons.

The graphics window may be built using a **BufferedPanel** or a **PaintableSequence** that is installed in a **PaintableComponent**.

Your main work will be to *build an interesting picture* in the graphics window that is shown as soon as the application opens. The picture may use classic *shapes* (rectangles, ovals, lines, etc.) and may use more exotic polygons or curves if you wish to explore how to create such shapes using the JPT tools. The picture may use *images* downloaded from the web or available on disk. In the latter case, when you send me the code, please send me the images as well. Finally, the picture may use *text elements*. All of these items may be entered into the picture using various **Paintable** objects that are appended to a **PaintableSequence**.

Other controls are optional. Add them if you wish to supply more options.

Note: You should probably begin this work by doing experiments in a **Methods** class in the Java Power Framework. Later you can convert this work to a stand-alone class that may be launched as a Java application.