

# AP CS: Lesson 7: for Loops creating Graphics

Name: \_\_\_\_\_ Period: \_\_\_\_\_

## Java for Loop Graphics Example:

Create a Method to draw ten stacked rectangles starting at parameter (x, y) (20,20), height 10, width starting at 100 and decreasing by 10 each time, using a:

```
import java.awt.*; // import graphics package
public class DemoParameterizedGraphics {

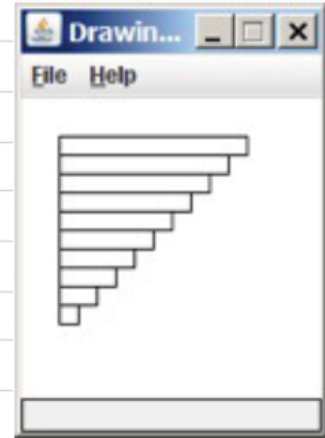
public static void main(String[] args) {
    DrawingPanel panel = new DrawingPanel(160, 160);
    Graphics g = panel.getGraphics();
    Draw10Stack(g, 20, 20);
}

public static void Draw10Stack(Graphics g, int x, int y) {
    for (int i = 0; i < 10; i++) {
        g.drawRect(x, y + 10 * i, 100 - 10 * i, 10);
    }
}
}
```

Pass Graphics via name **g**

**x** and **y** parameters determine start of graphic drawn

Loop value **i** causes position of next box to increment down:  $+ 10 * i$  and shorten its length:  $100 - 10 * i$



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Class Notes:

**Exit Ticket - Please answer and return at end of period. Thanks.**

- 1. I understand how to draw using Graphics methods:  Yes  Somewhat  No
- 2. I understand how to pass Graphics parameter to a Method:  Yes  Somewhat  No
- 3. I understand how to use for loops to make interesting Graphics:  Yes  Somewhat  No

Additional comments, especially if you answered "No" to any of the above what would you like to more details on? Thanks

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