

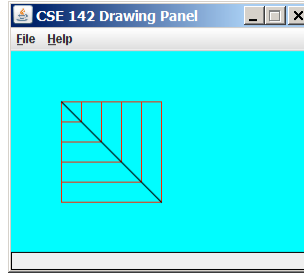
# AP CS: Graphics with Loops Lab

From the Supplement material of: Building Java Programs,  
Chapter 3G Graphics by Stuart Reges and Marty Stepp

## Practice It: Exercise 3G.5: SquaresA\*

<http://practiceit.cs.washington.edu/practiceit/problem.jsp?category=Building+Java+Programs%2C+2nd+edition%2FChapter+3G&problem=3g-e5-SquaresA>

1. Using the DrawingPanel class, write a complete Java program that produces the figure below:

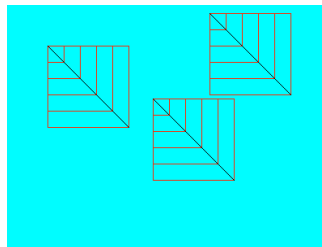


The drawing panel is 300 pixels wide by 200 pixels high. Its background is cyan. The horizontal and vertical lines are drawn in red and the diagonal line is drawn in black. The diagonal line has upper-left corner (50, 50). Successive horizontal and vertical lines are spaced 20 pixels apart.

## Practice It: Exercise 3G.6: SquaresB\*

<http://practiceit.cs.washington.edu/practiceit/problem.jsp?category=Building+Java+Programs%2C+2nd+edition%2FChapter+3G&problem=3g-e6-SquaresB>

2. Modify your SquaresA program from the previous exercise into a new class SquaresB that draws the following figures:



The drawing panel is now 400 by 300 pixels in size. The first figure is at the same position, (50,50). The other figures are at positions (250, 10) and (180, 115), respectively. Use one or more parameterized static methods to reduce the redundancy of your solution.

## Practice It: Exercise 3G.7: SquaresC\*

<http://practiceit.cs.washington.edu/practiceit/problem.jsp?category=Building+Java+Programs%2C+2nd+edition%2FChapter+3G&problem=3g-e7-SquaresC>

3. Modify your SquaresB program from Exercise 3G.6 into a new class SquaresC that draws the following figures. Parameterize your program so that the figures have the sizes shown below. The top-right figure has size 50, and the bottom-right figure has size 180.

