

Final Chapter 3 Lab

Drawing a face using the Graphics Class in Java!!!!

1. Open the *Picture* class from the M drive in the book classes folder, then save it to your Chapter 2 lab folder
2. Study the code in the main method. A drawface() method has already been created for you
3. See if you can figure out how to look at the API (Javadoc) for the Graphics class. Study the different methods
4. Using the Graphics class, see how you can creatively construct a face using the various graphics methods
5. Be sure and use the Color class as well to add interest
6. Finally, see if you can add your name to the bottom right of the image using a method