CSE1720

Week 03, **Class Meeting 07** (Lecture 05)

Winter 2013 ◆ Tuesday, January 22, 2013

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Objectives for this class meeting

- Conduct vote on basic style of game for class project

- Follow-up to exercises on 2D Graphics

- Introduction to exercises on widgets

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Voting on the game

- you will each receive a ballot by email

- submit the ballot as follows

submit 1720 Vote ballot.txt

Basic 2D Graphics

- At this point, you are in a position to:
  - implement basic functionality (write code, lab exercises)
  - answer a number of conceptual questions

- Reference material:
  - The Lect04 lecture nores
  - The Java Tutorials, **Trail: 2D Graphics**
  - Various URLs from lecture notes

2D Graphics: Conceptual Questions

Q: What is the **role of the window manager** when an app wishes to draw graphics?

Answer:

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2D Graphics: Conceptual Questions

Q: How has **abstraction** been applied to the task of drawing graphics in Java?

Answer:

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2D Graphics: Conceptual Questions

Q: How has **layered abstraction** been applied to the task of drawing graphics in Java?

Answer:

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2D Graphics: Conceptual Questions

Q: What is **encapsulated** in the Graphics2D object?

Q: What is meant by the *state* of the Graphics2D object?

Answer:

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2D Graphics: Conceptual Questions

Q: What does the class `Toolkit` encapsulate (in general terms) and how can it be useful to me?

Answer:

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2D Graphics: Conceptual Questions

Q: What is the **Shape** hierarchy? What does it mean for us (clients) ?

Answer:

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2D Graphics: Conceptual Questions

Q: What is the **Paint** hierarchy? What does it mean for us (clients) ?

Answer:

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To Do:

- widget exercise ***BEFORE*** class on Thursday (download from course webpage)

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