

MS-3803
Program #4
Inheritance & Polymorphism

Date: Thursday, January 12, 2006

Due: Thursday, January 19, 2006

The assignment is to implement a graphics-based program, using inheritance relationships and polymorphic drawing behaviors. In brief, you should be able to convert your text-based graphics program into a real graphic drawing application. To do this, you'll need to use the "draw*" methods of class Graphics to actually draw lines to represent your shapes. You'll also need an array (or some other type of container) to hold the graphic objects you create and iterate through this container to draw each graphic shape.

An example program is included in the Java Samples posted on our course web page that shows the basics of how to implement the drawing behavior in a graphics program. That program is intentionally incomplete. Use it only as an example of what features you'll want to use to incorporate into your graphics program.