

CSCI 2990 ASSIGNMENT 4 SPRING 2009

DUE MARCH 12

Create an application that draws an Easter bunny.

As starting point, here is the code that draws a smiley face.

```
// DrawSmiley.java
// Demonstrates filled shapes.
import java.awt.*;
import javax.swing.*;

public class DrawSmiley extends JPanel
{
    public void paintComponent( Graphics g )
    {
        super.paintComponent( g );

        // draw the face
        g.setColor( Color.yellow );
        //g.setColor(new Color(255,0,200));//This makes the face a custom RGB color –bright pink
        g.fillOval( 10, 10, 200, 200 );

        // draw the eyes
        g.setColor( Color.BLACK );
        g.fillOval( 55, 65, 30, 30 );
        g.fillOval( 135, 65, 30, 30 );

        // draw the mouth
        g.fillOval( 50, 110, 120, 60 );

        // "touch up" the mouth into a smile
        //g.setColor( Color.YELLOW );
        g.setColor(new Color(255,0,200));
        g.fillRect( 50, 110, 120, 30 );
        g.fillOval( 50, 120, 120, 40 );
    } // end method paintComponent
} // end class DrawSmiley
```

```
//THIS IS A SEPARATE FILE
// DrawSmileyTest.java
// Test application that displays a smiley face.
import javax.swing.*;

public class DrawSmileyTest
{
    public static void main( String args[] )
    {
        DrawSmiley panel = new DrawSmiley();
        JFrame application = new JFrame();

        application.setDefaultCloseOperation( JFrame.EXIT_ON_CLOSE );
        application.add( panel );
        application.setSize( 230, 250 );
        application.setVisible( true );
    } // end main
} // end class DrawSmileyTest
```

You can design your own, but here's mine.

