

LAB #11
MODERN ART
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This lab should be completed during the scheduled lab sessions. In order to complete this lab you must demonstrate programs to your lab TA. The technical knowledge on how to accomplish these tasks is found in the assigned reading or the lecture notes, but the lab TA will help as well.

1. Write a JAVA applet that prompts the user to enter two numbers. (Use one pop-up to prompt for two numbers and use StringTokenizer to get the two numbers). The first number "e" is the number of ellipses the second number "r" is the number of rectangles. Query the user in the init() method.
2. Your applet should then draw e ellipses on the the graphical region of the applet. The ellipses should be at random locations, of random height, of random width, and of random color. Then your applet should draw r rectangles, at random location of random height, of random width, and of random color. Draw both sets of shapes in the paint() method.
3. Note: section 6.5 of your text book talks about how to get random numbers.
4. Cut and paste your source code and screen shots of your running program into your lab document and hand it in. If you use electronic hand in, be sure to demo your running code to your TA so that the TA has a record of "checking you off" as having done this lab.

NOTE: Electronic hand in should be working at this point. Attempt to submit your lab work through the homework drop box in WebCT. However, we should view this as a test. If you encounter any problems, revert to paper based hand in.