

Recitation 4

- In this recitation you will have an example on drawing graph on ObjectEditor. Basic tasks are try to change the values in the code and see the difference of graphs.
- The code can be found in the recitation page.

Code Explanations

- The ALine class and AShape class are two classes that implement the Shape interface. Notice that the two classes are basically the same. The only difference is the Aline class contains annotations say that it follow line pattern.

- Run the code and observe the windows of ObjectEditor, console and the values of variables in the tree view of ObjectEditor

What you can do with the code

- Try to initialize the two instances with different initial values (in Driver line 7 and 8)
- Try some new arguments of `OFrame.setSize` (line 10).
- For the calling of `sleep` method in the for loop, replace the argument with some small numbers like 10, and modify the argument of calling of `moveShapes` to `(lineArray, 1)`.
- If you know how to refactor, then use it to rename the `AShape` into `ARectangle` and `AStringShape` (notice the difference)
- Try to comment out some methods in `ALine` and in its interface. Then try just comment out these methods in the interface.