



## The JAVA Masterpiece: You Be the Artist



### Assignment

1. Create a new class named ***myMasterpiece*** that extends Canvas.
2. Create a new window (JFrame Object) in the main method.
3. Customize your window.
4. Create a canvas object that you can complete your masterpiece on.
5. Create a paint method that contains "Graphics g" as the parameter.
6. Use the paint method to paint a masterpiece (you are required to use each of the paint methods below at least one time in your picture ... polygon is optional). Your artwork should represent something that the user can recognize (not just simple abstract art).
7. Add a menu bar to your window. Add a file menu. Give the file menu an exit option.
8. Add an ActionListener to the exit option and make it operational so that the user can close your masterpiece when they are done viewing it (by using the file -> exit option)

### Required Methods (use at least once each)

```
g.setColor(Color.nameOfColor);  
g.fillRect(x, y, width, height);  
g.drawRect(x, y, width, height);  
g.fillOval(x, y, width, height);  
g.drawOval(x, y, width, height);  
g.drawLine(start x, start y, end x, end y);  
g.drawPolygon(int[xcoords], int[ycoords], numberOfCoords);  
g.drawString("String to Use", x, y);  
g.drawArc(x,y,width,height,startAngle,endAngle);  
g.fillArc(x,y,width,height,startAngle,endAngle);
```

### Reminder: Coordinates with Computers

