201 Lecture 08

Project 03 Assignment
Due: Oct. 5 (Think: Thu eve, Oct 3)

Note: Midterm exam: Oct. 9 (Wed.)

Everything up to loops and if statements!
Proj 03 Assignment
Structure: JUST LIKE Lab01 and Proj02

DrawWithMethodsApp.java + ArtisticTurtle.java

DrawWithMethodsApp's main moves the ArtisticTurtle around w/ its pen up

puts its pen down

CALLS a method (you did write)...
....call that method ON that ArtisticTurtle WITH one or two PARAMETER VALUES, to draw one Spirally figure

Repeats, demonstrating DIFFERENT PARAMETER VALUES, the above 3 steps 9 times (for 100%) or 3 for up to 70%
40 point milepost: yourMeth doesn't use a loop

| figure drawn by tRef. yourMeth (paramV1) | similar resulting from a different param. value (paramV2) | similar resulting from a different param. value (paramV3) |
70 point milepost: yourMeth
DOES use a loop; 3 different
numbers of sides

figure
drawn
by
tRef.
yourMeth
(sim. with different (paramV2))
(sim. with different (paramV3))
(paramV1)
100 point milepost: yourMeth
DOES use a loop; 3 different
numbers of sides, + a 2\textsuperscript{nd}
parameter varies some detail!

\[
(V1, W1) \quad (V2, W1) \quad (V3, W1)
\]
All 9 figures must look different

\[
(V1, W2) \quad (V2, W2) \quad (V3, W2)
\]
ONLY because of the param. values!

\[
(V1, W3) \quad (V2, W3) \quad (V3, W3)
\]

[V1, V2, V3, W1, W2, W3 are parameter values you figure out by trial and error to get figures that look nice and all fit in the World without bumping the sides.]
AND—all figures MUST be “Spirally” as we demonstrate:
   We alternate

1. forward( some dist ) to draw a line
2. turn( some angle )
3. change angle and/or dist after each line

repeat some number of times..