

Student's Name _____

Date Completed: _____

CIS 202 – FALL 2017
Cover page for “Graphics Lab” assignment (due 20 September 2017)

- _____ Explain to the TA what each of the parameters means in the drawOval (or fillOval) method. (3 points)
- _____ Explain to the TA what each of the parameters means in the drawRect (or fillRect) method. (3 points)
- _____ Explain to the TA what shapes you used to build each part of your scene. (3 points)
- _____ Show your source code to the TA, explaining which sections of code draw which parts of the scene. (3 points)
- _____ Beach, sky, and water are visible. (2 points)
- _____ Hut has a door, window, and roof. (2 points)
- _____ Draw a sign in front of your hut, with the words (Your Name)'s Hut on it. (2 points)
- _____ Draw three fluffy clouds (not simple ovals) in the sky. (2 points)
- _____ After changing one line of code, your hut floats 50 pixels above its previous position. (4 points)
- _____ Each major section of the program is commented. (2 points)
- _____ Source code is neatly and consistently indented. (2 points)
- _____ Show the TA that you uploaded your source code to Canvas. (1 point)
- _____ Show the TA that you uploaded a screenshot to Canvas. (1 point)
- _____ Did you do the EXTRA CREDIT? (1 point)

POINTS EARNED: _____

POINTS POSSIBLE: 30

T.A. Name _____

T.A. Signature _____

I certify that I completed this assignment on the date above. I also certify that I did all my own work. I did not copy someone else’s code, including off the Internet. I know what each line of code does, and I can reproduce it in a test situation.

Student’s signature _____