Lab 7: Fun Pattern Panel

COMP 110
Summer II 2012

Peter Lincoln
7/16/2012
Fun Pattern Panel
Tasks

1. Design shape method(s)
2. Call shape methods in `drawPattern` in some pattern
3. Apply random colors

- Test methods using bottom-up testing
- Use `Math` class to help compute patterns and supply random numbers
- Be creative!
Other Sample Results
Questions?
Logistics

- Tomorrow:
  - Abstract Classes & Interfaces
  - Inheritance Review

- Assignments
  - Lab 7 is due on Thursday