Announcements

- Lab 8 was due at 9:45 am
- Lab 7 is graded
  - Scores and comments available on Sakai
  - Class Art was posted to the course website
Questions?

- Friday:
  - Inheritance & More Worksheet
Today in COMP 110

- Lab 7 In-Review
- Presentation: Java & Beyond
Slide Show!
Ian's Fun Pattern!
Comments

- Still need implementation comments inside your methods
  - More specifically comments that explained which part of the overall result that each loop was producing

- Any methods that you add need Javadoc comments
Per the assignment instructions, it was supposed to go in `drawPattern`.

If it went in one of the other drawing or filling methods, then that method description would need to indicate that it mutated the color.
drawCircle

- No one noticed that the radius argument was really a diameter argument and changed it

```java
class Graphics {
    public static void drawCircle(Graphics g, int x, int y, int radius) {
        // draw a circle at position (x, y) with the specified radius
        g.drawOval(x, y, radius, radius);
    }
}
```
Questions?
Logistics

Next:
- Java & Beyond