Original Partner	**Problem 4** COMP 10062	Paired Partner ("grader")	SCORE OBTAINED
Student #		Student #	
			5

The SNOWMAN   import javafx.scene.paint.Color;

gc.setLineWidth(5); gc.strokeOval(x,y,width,height); gc.fillRect(x,y,width,height);   gc.fillOval((x,y,width,height);
 gc.strokeRect(x,y,width,height);   gc.setFill(Color.web("white"));

The purpose of the exercise is to practice using the basic JavaFX drawing tools shown above.   Be sure to try your solution out using the zip provided.

OB4.   Complete the **Snowman** program below so that the product shot in figure 1 is realized EXACTLY.   The canvas is 200 x 200.   The base of the snowman is placed on the bottom and middle of the canvas.

You MAY NOT use the **Circle** class. Use the basic JavaFX drawing tools as shown above. Note that the x & y coordinates of the base oval represent the top left corner of an inscribed square.   (see figure 2)

Specifications
   a)   The base of the snowman has its centre at column 100 and row 150.

   b)   The radius of the base of the snowman is 100.

   c)   The other two circles have radii of 50 and 25.

   d)   The border colour must be 5 pixels thick and DARKGRAY. The background colour is GRAY.
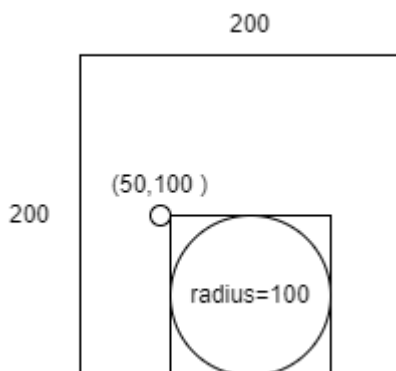
   e)   The fill colour is WHITE inside the circles.

Figure 1 Project Shot

Figure 2. When making an oval using fillOval( ) or strokeOval( ) you must provide the top left corner of an inscribed square

```java
public void start(Stage stage) throws Exception {
    Group root = new Group();
    Scene scene = new Scene(root);
    Canvas canvas = new Canvas(200, 200); // Set canvas Size in Pixels
    stage.setTitle("Snowman"); // Set window title
    root.getChildren().add(canvas);
    stage.setScene(scene);
    GraphicsContext gc = canvas.getGraphicsContext2D();

    // YOUR CODE STARTS HERE




    // YOUR CODE STOPS HERE
    stage.show();
}
```