

Introduction to Java, Java 2, COMP 10062  
Assignment #1

## CREATE A UNIQUE PICTURE

Draw a picture using only circles, rectangles and triangles. Your Java project needs to contain 3 classes, i.e. a circle class, a rectangle class and a triangle class. The main program's job is to draw a picture. The main program will appear in the TestProgram. Your TestProgram should use the graphics template file: [FXGraphicsTemplate.java](#)

Your picture must be unique within the class. Your picture must use **each geometric shape at least twice**.

Be sure to document your test program and all of your classes using JavaDoc. Use Fig 2. To help you decide how to build the triangle class.

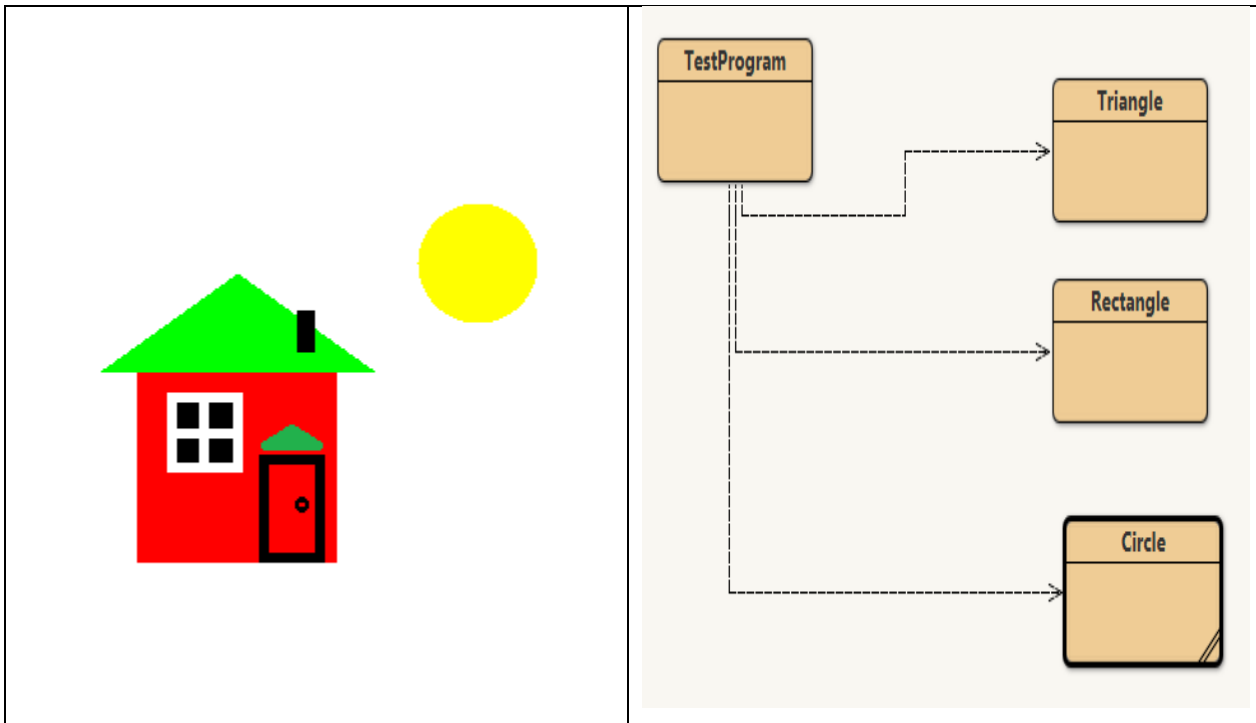


Figure 1 – A Picture drawn using only circles, rectangles and triangles

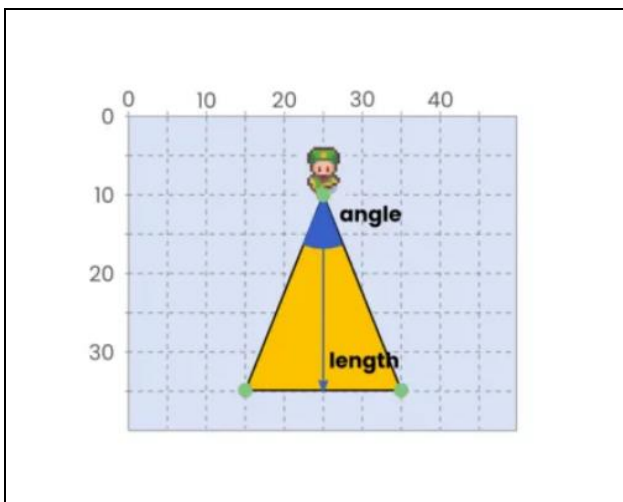


Figure 2. A Triangle