PROGRAM
Still Life Graphics Applet
Honors Computer Science C++
Mr. Clausen

PROGRAM Still Life Graphics Applet (50 points)

Draw a "still life" picture that fills the entire screen with some scene. This program should be rated "G". Start by drawing your "background scene" on the graphics grid sheet. Your background picture should have a lot of detail whether you have a nature scene, cityscape, or whatever you choose to draw. Add detail, decide on colors (including "custom" colors), and write a program to draw the picture. **The size of your graphics applet should have a width=760 and a height=520.**

The program should have opening comments in your HTLM file, your Java code, and to separate each part of your picture in your Java code. For example, if you were drawing a person, have comments before the face, the mouth, nose, eyes, ears, and hair, etc. Choose something to draw that will have a lot of detail and fill the entire graphics screen (760 x 520). Include the following shapes in your picture: Line, Oval (Circle and/or Ellipse), Rectangle, Arc, Polygon, and the other commands that we have learned. Fill in the enclosed shapes with color. Use the command: drawstring( ) to include some text somewhere on the graphics screen.

This is a graphics project, so the effort that you put into this program should reflect that fact, and will be reflected in your grade. Don't forget to use descriptive variable names for self-documenting code, and use comments as described above to explain your program.

Write everything in one source code file named: LastNameFirstNameSL.java, and don't forget that you need an HTML file named LastNameFirstNameSL.html. You will need to compile your Java Source Code, so you will also end up with a third file: LastNameFirstNameSL.class. Turn in ALL 3 Files to the network directory when you are finished. If you create other classes for your final project, create a folder named LastNameFirstNameSL and turn in the entire folder.