CIS 1068
Worksheet 6

Instructions: Drawing Shapes – Create 2 classes, a main class called RectangleTester (this will contain your main method), and another classes, Rectangle. The classes should be defined as follows:

Rectangle:
Your Rectangle class should contain two instance variables, length, and height, and two methods,

public void drawLine()

that will print a single line to the screen, and

public void drawMe()

that will print the rectangle to the screen.

The drawLine() method should use a for loop and the System.out.print() method to draw a line length units long to the screen using '*' for each unit.

For example, if length is equal to 10, the drawLine() method should print the following to the screen:

*   *   *   *   *   *   *   *   *   *

The drawMe() method should use a for loop and call the drawLine() method to print a rectangle to the screen.

For example, if length is equal to 10 and a height is 3, drawMe() would print the following:

*   *   *   *   *   *   *   *   *   *
*   *   *   *   *   *   *   *   *   *
*   *   *   *   *   *   *   *   *   *

(I've added spaces for formatting. The rectangle that your program prints should not use any spaces.

RectangleTester:

In your main method:

1. Using a do-while loop:
   1. Prompt them to enter the length and height of the rectangle.
   2. Create an instance of the Rectangle class and set its instance variables to the values entered by the user.
   3. Call the object's drawMe() method.
4. User JOptionPane to ask the user if they would like to create another rectangle. Remain in the do-while loop until the user selects No.

3. **Show your work to the TA to receive a grade.**