

**Due: Thursday, February 15 at 11:00 am.**

For this assignment you will create a utility class called `DrawShapes` and a main class called `TestShapes`. Please put both classes in a package called `username.hw2`.

**1a.** [4 points]:

Write a method with the header “`public static void drawBox(PrintWriter pen, BufferedReader br)`”. Each time the method is called, it should draw one “box” similar to the one shown below:

```
+++++++
+       +
+       +
+       +
+       +
+++++++
```

Your method should prompt the user for the height and width of the box. (The box above has *height* = 6 and *width* = 8.) You may assume that the user will enter reasonable values. Test your method by calling it from your main class `TestShapes`.

**1b.** [5 points]:

Write a method with the header

“`public static void drawTriangle(PrintWriter pen, BufferedReader br)`”. Each time the method is called, it should draw one equilateral triangle similar to the one shown below:

```
  *
 ***
*****
*****
*****
```

Your method should prompt the user for the height of the triangle. You may assume that the user will enter a reasonable value. The width of the triangle should be determined from its height such that the triangle looks like the figure. (The triangle above has *height* = 5.) Test your method by calling it from your main class `TestShapes`.

**1c.** [3 points]:

Write a method with the header

“`public static void drawStairs(PrintWriter pen, BufferedReader br)`”. Each time the method is called, it should draw a “staircase” similar to the one shown below:

```
////////
\\ \\ \\ \\
////////
\\ \\ \\ \\
```

Your method should prompt the user for the height and width of the staircase. (The figure above has *height* = 4 and *width* = 8.) You may assume that the user will enter reasonable values. Your staircases should be drawn such that odd rows are printed with “/” characters and even rows are printed with “\”

characters. The top row is an odd row (number 1). Test your method by calling it from your main class `TestShapes`.

Note that to print a “\” character, you will need to use a statement similar to `pen.print("\\”);`, but a “/” character is printed like this: `pen.print(“/”);`.

**1d.** [3 points]:

Now modify your main class `TestShapes` as follows.

Your program should prompt the user to enter one of the following commands: `box`, `triangle`, `stairs`, or `quit`. For each option except `quit`, the program should then call the method that draws the associated shape. If the user gives a response that is not in the list, your program should print an error message. The program should continue prompting (and printing shapes or error messages) until the user types `quit`.

**Submission instructions:**

Please submit `TestShapes.java` and `DrawShapes.java` by sending them as email attachments to `submit152@cs.grinnell.edu`. Your submission should arrive by the due date and time.