COSC 120 – Lab #1
Using BlueJ

Purpose: To learn how to utilize the BlueJ IDE and to mess around with the Picture class.

Steps:

1.) Open BlueJ. This should be under Start Menu -> All Programs.

2.) Open the Picture class. To do this, go to the Project menu, then click on Open Project. Navigate to the BlueJ directory, then to examples, then open the picture project.

Compiling a project: in order to run code that you have created, you need to compile that code. In BlueJ you can right click on a class and click compile in order to compile it. You can also click the Compile button on the left side.

3.) Compile all the classes for the Picture project.

Instantiating an object: creating an instance of an object is easy in BlueJ. Simply right click the object then click on `new Class()`. It will create an instance of that object which you can manipulate at the bottom of the screen.

4.) Create three triangles and one square. Manipulate them to create a pine tree. Once complete, show to the TA. Color, alignment and size are important.