

CHAPTER 3 EXTRA RESOURCES

Additional Resources

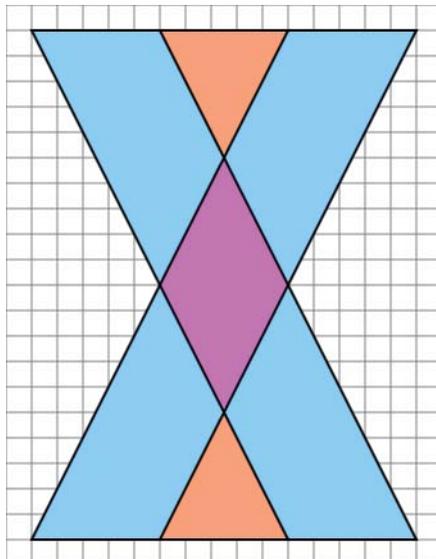
1. “How to Change the Thickness and Color of Your Lines” (<http://tiny.cc/thicknesscolor/>): Learn about the `PenWidth()` and `PenColor()` properties.
2. “About Hexadecimal Pen and Brush Colors” (<http://tiny.cc/hex/>): Learn how hexadecimal pen and brush colors work.
3. “The Hex Colors in Small Basic” (<http://tiny.cc/hexcolors/>): Discover all the hex colors.
4. “About Fonts” (<http://tiny.cc/aboutfonts/>): Learn how fonts work.
5. “Small Basic: Fonts” (<http://tiny.cc/sbfonts/>): Dig deeper into how to use fonts in Small Basic, and see which fonts you should use and why.
6. “Insert vs. Draw” (<http://tiny.cc/insertdraw/>): Discover why insert is called draw.

Review Questions

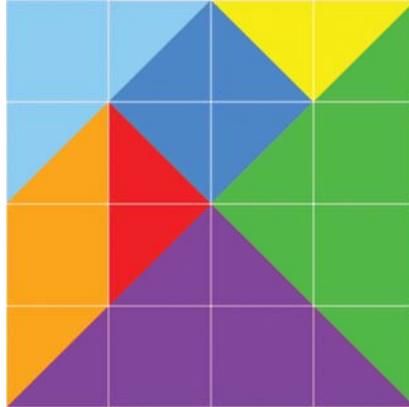
1. When should you use the `DrawLine()` method instead of other drawing methods?
2. Where is the origin of the graphics window located?
3. Which method(s) would you use to draw a cross in the graphics window?
4. How do you change the thickness and color of the lines drawn by the `DrawLine()` method?
5. What is the difference between the `DrawTriangle()` and `FillTriangle()` methods?
6. How do you change the fill color of rectangles drawn by `FillRectangle()`?
7. Which method would you call to draw a circle on the graphics window? What parameters would you pass to this method?
8. How do you change the font and color of the text drawn by `DrawText()`?
9. What is the difference between `DrawText()` and `DrawBoundText()`?
10. Which method(s) would you use to draw an image on the graphics window?

Practice Exercises

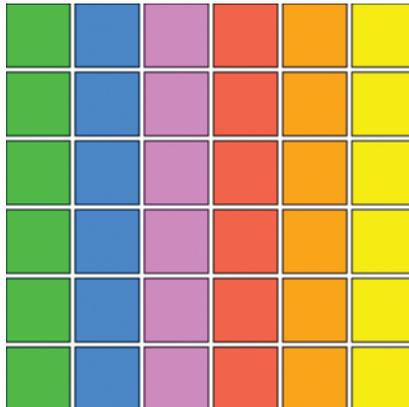
1. Write a program that draws a solid red circle with a 10-pixel black border. Set the circle's diameter to 100 pixels and its starting position to (0, 0).
2. Write a program that draws a shape like this one.



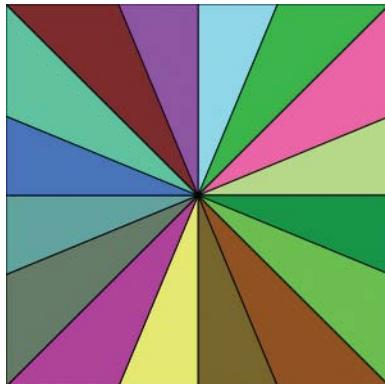
3. Write a program that draws a shape like this one.



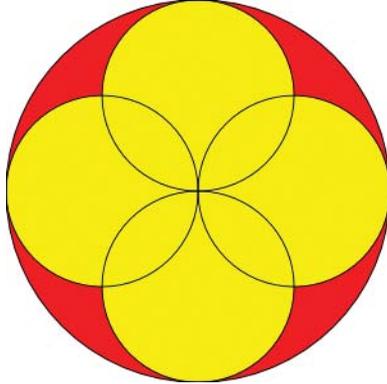
4. Write a program that draws a shape like this one.



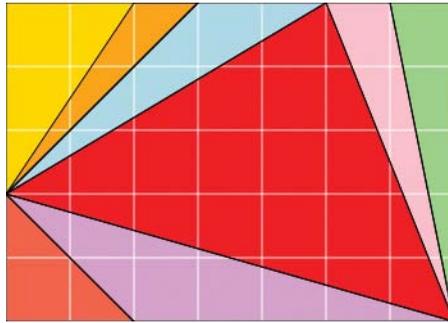
5. Write a program that draws a shape like this one.



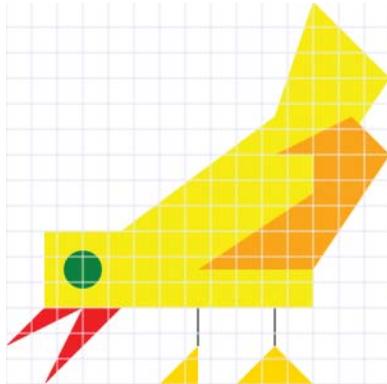
6. Write a program that draws a shape like this one.



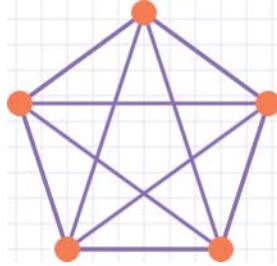
7. Write a program that draws a shape like this one.



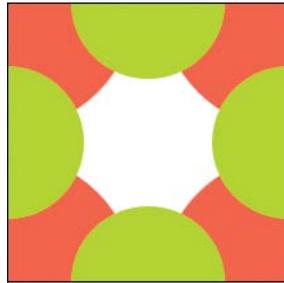
8. Write a program that draws a shape like this one.



9. Write a program that draws a shape like this one.



10. Write a program that draws a shape like this one.



11. Write a program that draws a shape like this one.

