

**MAE 473/573
Graphics in CAD
Fall, 2001**

**Registration #: 497656
Time: M W F, 16:00 - 16:50
Location: 97 Alumni**

Homework #2

Specifications:

Using the X-Programming language, and the related code fragments given to you in lecture, write an application which behaves as follows:

- 1) When the user clicks on the canvas, a square is created. The size of the square is predefined by the programmer.
- 2) When the user clicks inside the area of an existing square, and holds the mouse button down and moves around, the square is moved to a new location, until the mouse is released.
- 3) When the window is collapsed or occluded by another window, it must be able to redraw itself (you must store the coordinates of each square somewhere, and your draw function should reference these stored values).

What you should hand in:

- 1) A printout of your source code
- 2) A screen capture of your session (use xv, type man xv for help)
- 3) A typewritten 1-2 page writeup describing how you approached the problem, the functions in your code and an overall narrative of the functionality of your program and how it solves the stated problem.

Due date:

September 28, 2001, BEFORE class.