

# Pumpkin Carving in Java

# Recap

- Name of the file and name of the java class
- main() function
- Class object = new Class(properties);
- object.function(parameters);

# Real life Pumpkin carving



# Carving a pumpkin in Java

- ~~Create a Window~~
- Draw a Pumpkin
- Carve !

# Inheritance

- Every doctor is a human
- Every doctor has properties of human
- Every doctor behaves like human (they don't walk on their hands)
- Other functions of doctor

# Event Driven programming

- Alarm : Wake me up when September ends
- I will study only if tomorrow is exam
- If you slap me, I will slap you back
- If you knock on my door, I will open the door
- If something happens that I care for, I will perform some function.

# Drawing a Pumpkin

- Class that extends features of JPanel and implements Mouse functionalities.
- Override paintComponent() function of JPanel.
- Use object of Graphics class to draw shapes.

# Carving a pumpkin

- Write functions for all mouse events
- Add listener to the events.
- Get  $x,y$  coordinates of the mouse.
- Change the background of the pixel.