CS345 - Sample Test #2

1. Write a sequence of instructions that set an instance of the Graphics class (called graphics) so that it may be used to draw the left half of a football field using world coordinates, then the right half. The two world coordinate systems should correspond to the yard markers on the field.
2. Modify the code from number 1, so that a 50 is written at midfield.
3. Create a class to implement a basic dialog box. The dialog should provide access to an (x,y) coordinate that the user specifies.
4. What is the message loop? How is it started?
5. Write a code fragment that translates a set of device coordinates to world coordinates.