James Stump
Colormaker Assignment

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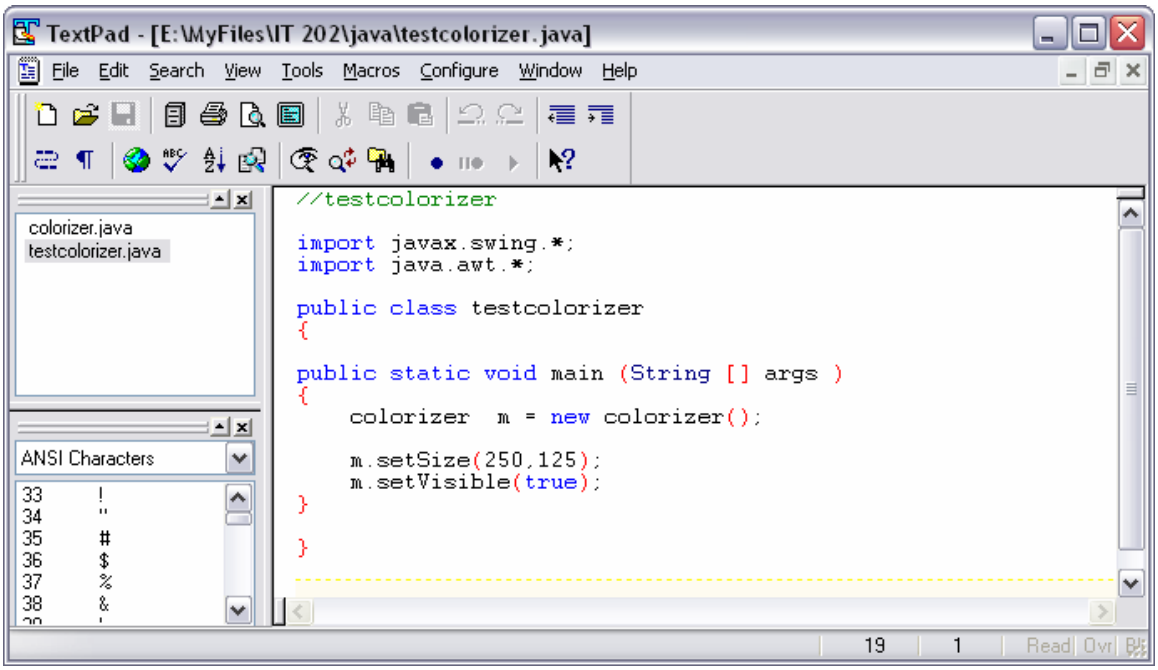
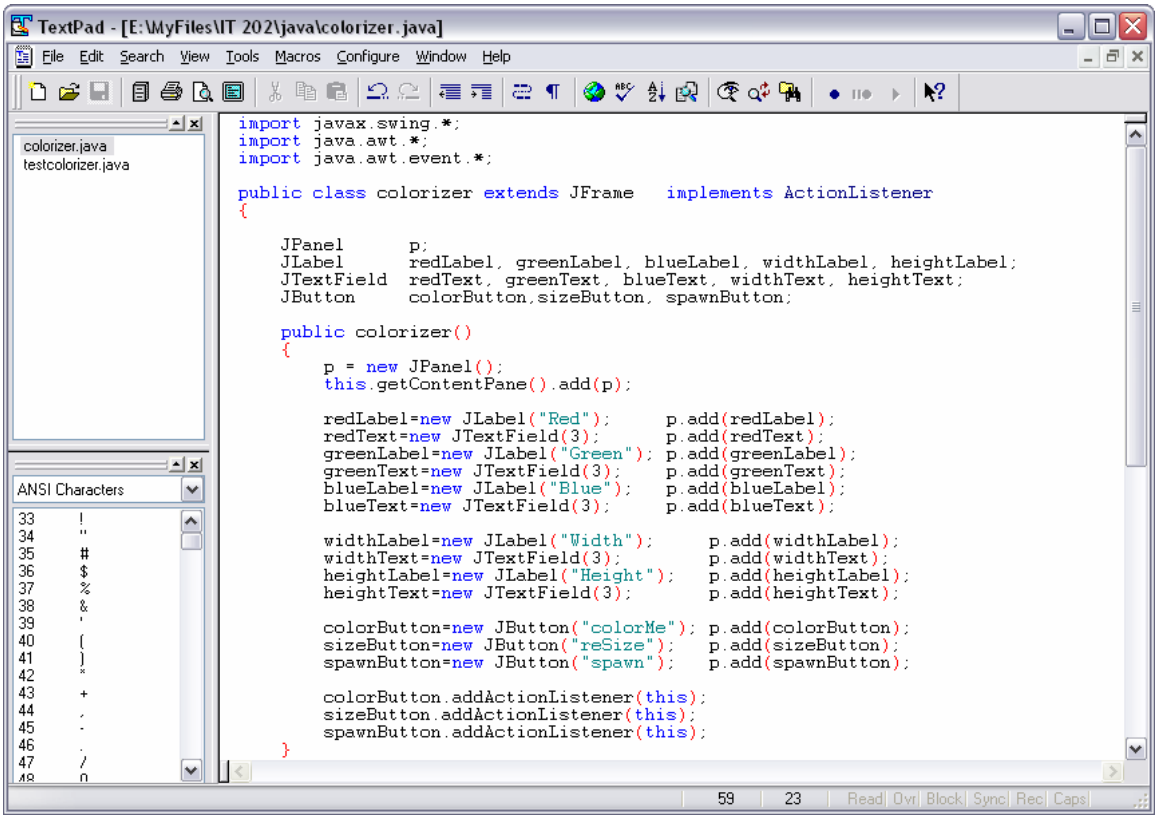
First, I took the original Y.java and TestY.java, and copied it to colorizer.java and testcolorizer.java respectively.

The testcolorizer.java, is basically the same, but with different class and object names to reflect my program, like the following code:



Then I set up the JPanel by utilizing the syntax from the Y.java file, by adding this code.

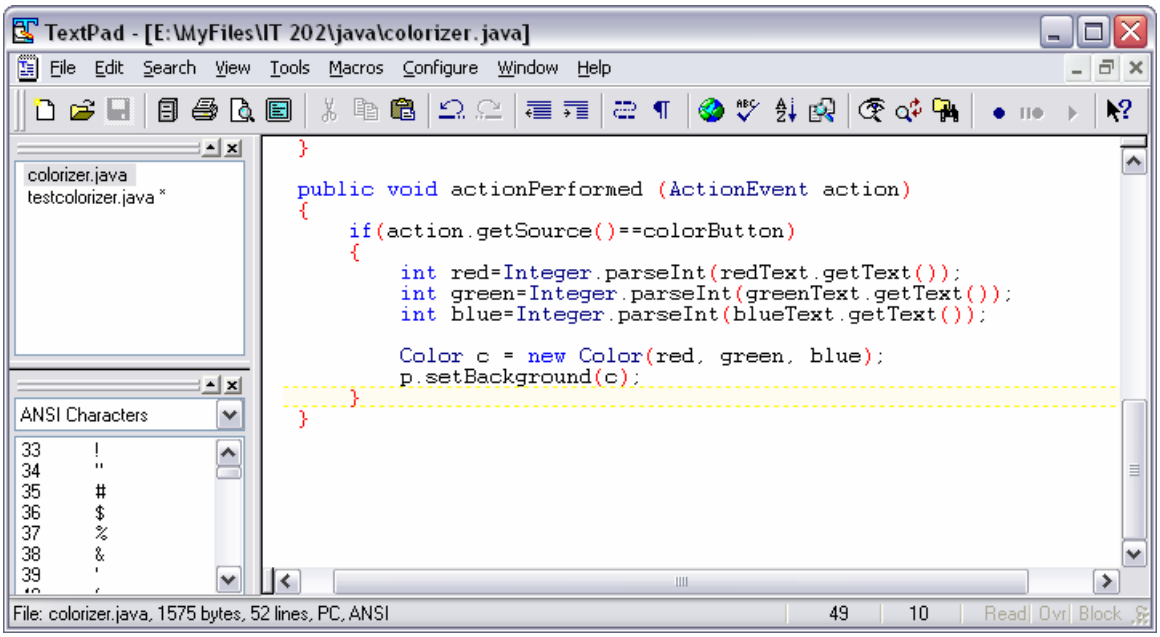


I then compiled and ran the code using these two commands:

After running the code, the program popped up like the screen shot below.

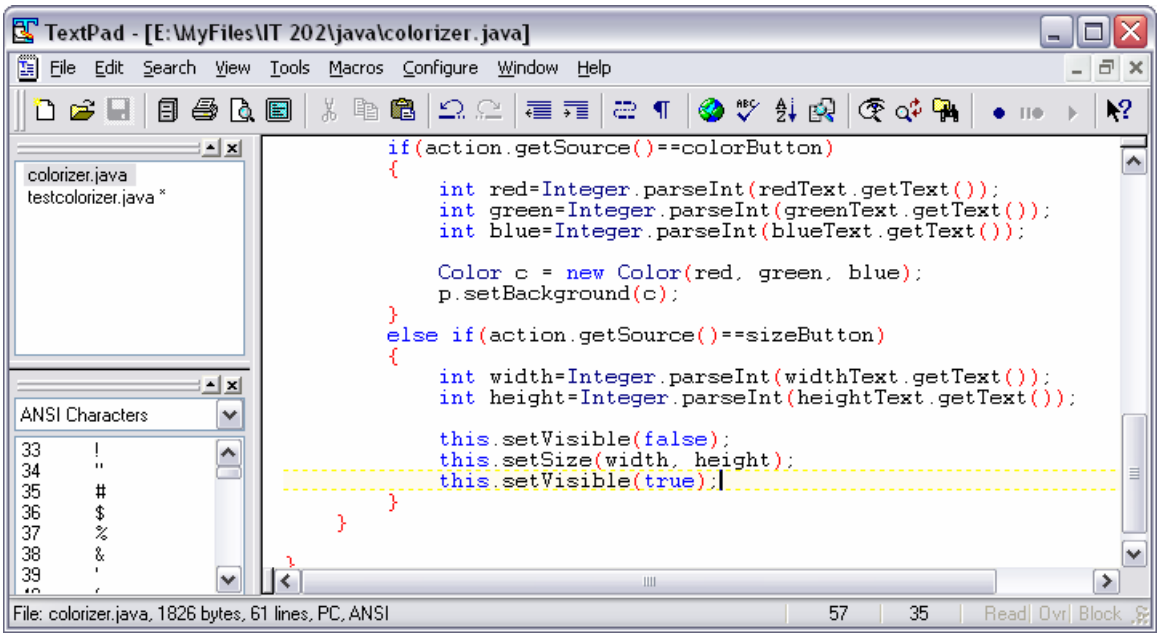
After I got the GUI working, I went and wrote the code that would be executed when the buttons are pressed.

First I started with the background color, and to do that, I added this code:

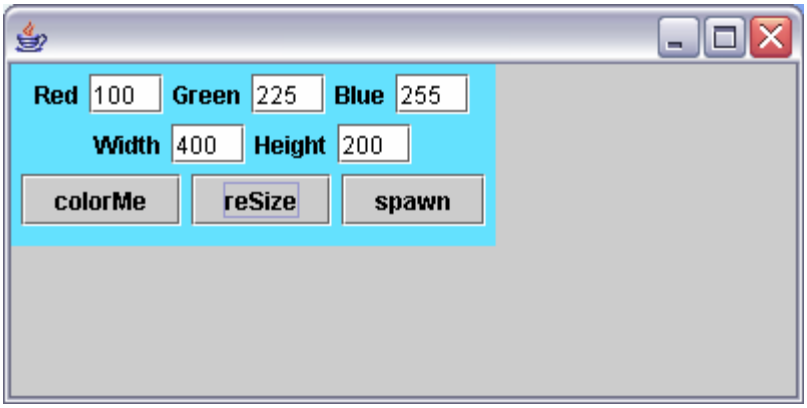


Then I compiled and ran the code. When the program opened, I put values in for Red, Green, and Blue, and pressed the "colorMe" button, which set the background color to those values, like the screen shot below.

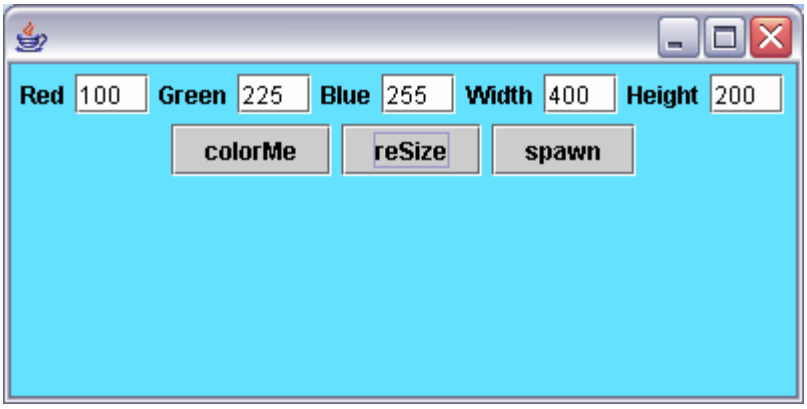
Once that worked, I moved on to the resize, which I got to work using the following code:



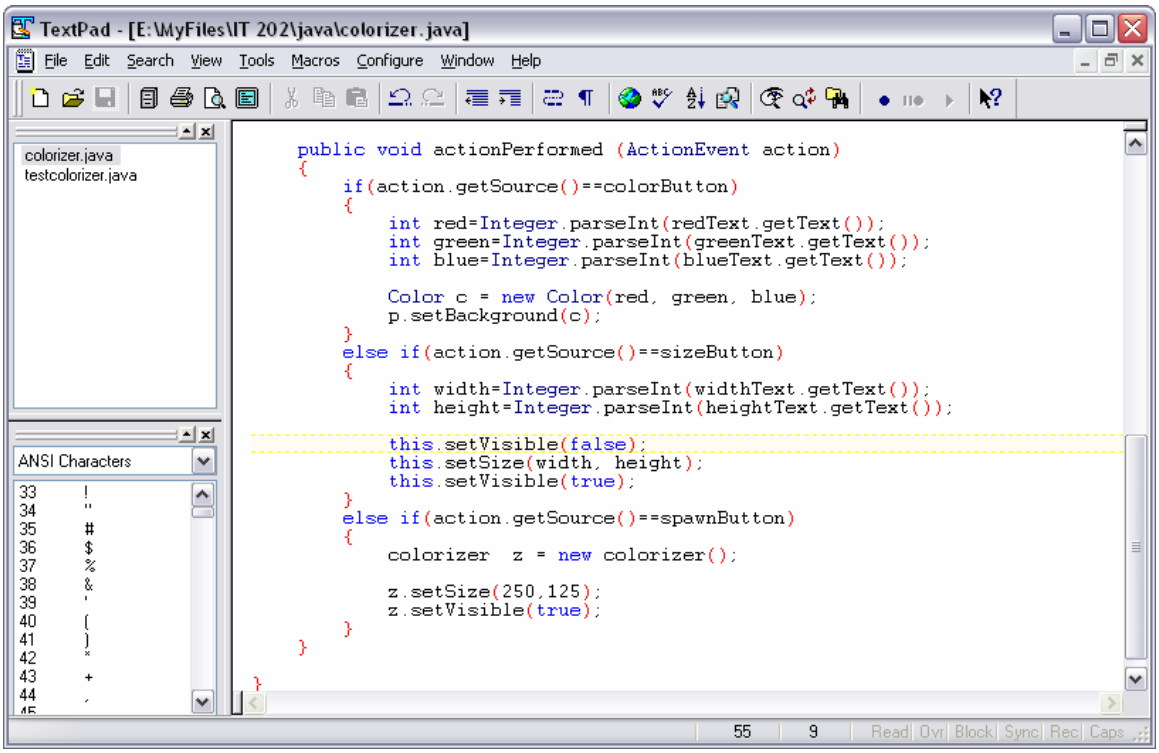
Notice that I placed `this.setVisible(false)`, before `this.setSize(width, height)`, and `this.setVisible(true)`, after it. This forces the window to be refreshed, and fixes the bug that would cause the screen to resize, but the contents, as well background color would not fill the new space. Thus, it would look like this:



Instead though, with those lines in there, it looks like this:



The final function that I needed to get working was the spawn function. This was accomplished by simply copying the code from the main function in testcolorizer, into the place where it would be launched when the spawn button was pressed, which looks like this:



After compiling and running it again, and then pressing the spawn button, another, completely separate window will appear, like the following picture: