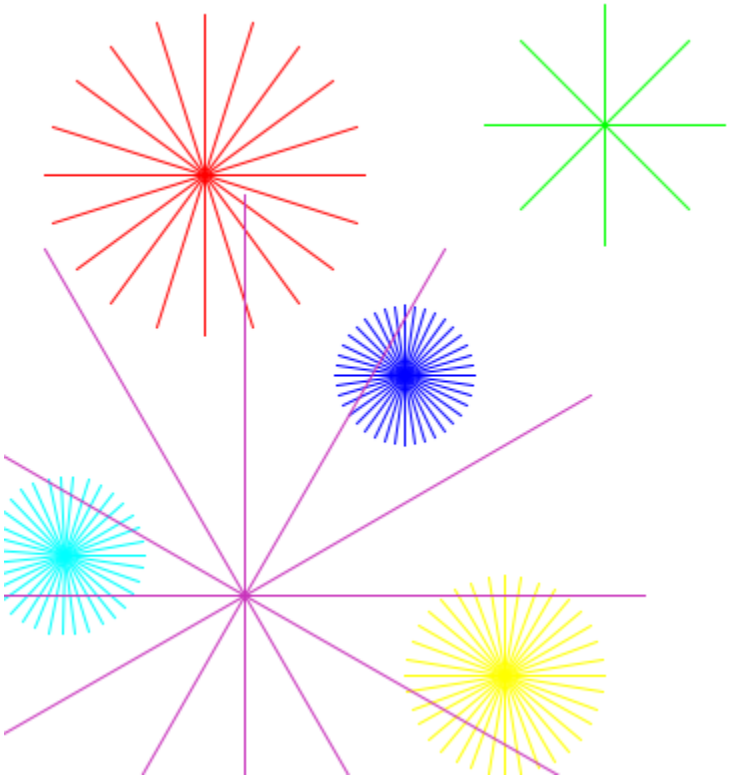
CSE 142 Section Handout #3

Math

3. Write a method called `fireWork` that takes a `Graphics` object, and `int` parameters `x`, `y`, `numLines`, and `lineLength`. Your method should use the `Graphics` parameter to draw a firework centered at (x, y). Draw the firework as a set of lines extending from (x, y) outward. The space between each line should be even, and the length of the lines should be `lineLength`. The following calls to your method:

```
g.setColor(Color.RED);                  fireWork(g, 100, 100, 20, 80);
g.setColor(Color.BLUE);                 fireWork(g, 200, 200, 40, 35);
g.setColor(Color.GREEN);                fireWork(g, 300, 75,   8, 60);
g.setColor(Color.YELLOW);               fireWork(g, 250, 350, 36, 50);
g.setColor(Color.CYAN);                 fireWork(g, 30,  290, 35, 40);
g.setColor(new Color(200, 50, 187));    fireWork(g, 120, 310, 12, 200);
```

Should produce this output:



Hint: To find the x position of a point on a circle of radius r, you use r * cos(angle).
The y position of that point is r * sin(angle).