

```

1 // fo1/5/shapes/HLine.java
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5
6 /**
7  * An HLine is a horizontal line.
8  */
9
10 public class HLine extends Line
11 {
12     /**
13      * Construct an HLine having a paintChar and a length.
14      *
15      * @param length length in (character) pixels.
16      * @param paintChar character used for painting this line.
17      */
18
19     public HLine( int length, char paintChar )
20     {
21         super( length, paintChar );
22     }
23
24     /**
25      * Paint this Line on Screen s at position (x,y).
26      *
27      * @param screen the Screen on which this Line is to be painted.
28      * @param x       the x position for the line.
29      * @param y       the y position for the line.
30      */
31
32     public void paintOn( Screen screen, int x, int y )
33     {
34         for ( int i = 0; i < length; i++ )
35             screen.paintAt( paintChar, x+i, y );
36     }
37
38     /**
39      * Unit test for class HLine.
40      */
41
42     public static void main( String[] args )
43     {
44         Terminal terminal = new Terminal();
45
46         terminal.println( "Self documenting unit test of HLine." );
47         terminal.println( "The two Screens that follow should match." );
48         terminal.println();
49         terminal.println( "Hard coded picture:" );
50         terminal.println( "+++++++" );
51         terminal.println( "+++++++" );
52         terminal.println( "+++++++" );
53         terminal.println( "+++++++" );
54         terminal.println( "+++++++" );
55         terminal.println( "+++++++" );
56         terminal.println( "+++++++" );

```

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57         terminal.println( "+" );
58         terminal.println( "+++++++" );
59         terminal.println();
60
61         terminal.println( "Picture drawn using HLine methods:" );
62         Screen screen = new Screen( 20, 6 );
63
64         Line hline = new HLine( 10, 'x' );
65         hline.paintOn( screen );
66
67         hline.setLength( 5 );
68         hline.paintOn( screen, 0, 1 );
69
70         hline.setPaintChar( '*' );
71         hline.paintOn( screen, 3, 3 );
72
73         hline.setLength( 1 );
74         hline.setPaintChar( '1' );
75         hline.paintOn( screen, 4, 4 );
76
77         screen.draw( terminal );
78
79     }
80 }

```