```
 1  // joi/3/shapes/TestShapes.java
 2  //
 3  //
 4  // Copyright 2003 Bill Campbell and Ethan Bolker
 5
 6  /**
 7   * A program to test shapes.
 8   *
 9   * @version 3
10   */
11
12  class TestShapes
13  {
14    /**
15     * Paint shapes on a Screen and draw it to a Terminal.
16     */
17
18    public static void main( String[] argv )
19    {
20      Screen s;
21      Terminal t = new Terminal();
22
23      t.println( "An empty 10 x 3 Screen:" );
24      s = new Screen( 10, 3 );
25      s.draw( t );
26
27      t.println( "A 20 x 10 Screen with 3 HLines:" );
28      s = new Screen( 20, 10 );
29      HLine h1 = new HLine( 10, 'R' );
30      HLine h2 = new HLine( 15, 'G' );
31
32      h1.paintOn( s, 0, 0 );
33      h2.paintOn( s, 0, 1 );
34      (new HLine( 15, 'B' )).paintOn( s, 0, 2 ); // tricky to read
35      s.draw( t );
36
37      t.println( "Clear that screen," );
38      s.clear();
39
40      t.println( "draw 3 Boxes (2 overlapping):" );
41      Box    b = new Box( 6, 5, 'R' );
42      b.paintOn( s, 1, 1 );
43      b = new Box( 7, 4, 'G' );  // create a new (different) Box b
44      b.paintOn( s, 2, 3 );      // paint Box b on s
45      b.paintOn( s, 17, 5 );     // paint Box b partly off the Screen
46      s.draw( t );
47    }
48  }
```