

```
1 // fo1/3/shapes/InteractiveShapes.java
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5
6 /**
7  * Interactive program to study shapes.
8  *
9  * @version 3
10  */
11
12 public class InteractiveShapes
13 {
14     public static void main( String[] args )
15     {
16         Terminal t = new Terminal();
17         Screen s = new Screen(
18             t.readInt("screen width: "),
19             t.readInt("screen height: "));
20
21         char c = 'a';
22         int x,y;
23         while ( t.readYesOrNo("more") ) {
24             char shape = t.readChar("h(1line), b(ox), c(lear): ");
25             switch (shape) {
26                 case 'h':
27                     int length = t.readInt("HLine length: ");
28                     x = t.readInt("x coordinate: ");
29                     y = t.readInt("y coordinate: ");
30                     (new HLine(length, c++)).paintOn(s,x,y);
31                     break;
32                 case 'b':
33                     int w = t.readInt("Box width: ");
34                     int h = t.readInt("Box width: ");
35                     x = t.readInt("x coordinate: ");
36                     y = t.readInt("y coordinate: ");
37                     (new Box(w,h,c++)).paintOn(s,x,y);
38                     break;
39                 case 'c':
40                     s.clear();
41                     break;
42                 default:
43                     t.println("try again");
44                     continue;
45             }
46         }
47     }
48 }
```