

# Programming I

## Lab 3

1. Write a program that creates a 4x10 `Board` object, and then apply a different color to each column.
2. Write a program that creates a `Board` object with dimensions specified by the user. Using a `Scanner` object, you will first need to prompt the user to enter the number of columns and rows and store them as variables (use the variables as parameters in the statement with the `new` operator). Your program will then place an 'X' in the center cell of the `Board` object (if the number of rows or columns is even, the center will be off by one).
3. The `pause` method introduces a delay in the execution of the Java statement that follows. This can be used between drawing operations such as `fillCell` and `setChar` to create an animation. The goal here is to create a program that uses `pause` to create a simple animation. Try to be creative. Impress your classmates.

Turn in 3 separate `.java` files to your folder inside the `Lab3` folder on the `Labdata` network drive (Please do not submit a copy of `BaseBoar.java`). Starting with this Lab, your file names must correspond to the lab and exercise number. For instance, your submission for Lab 3 exercise 1 should be in a file called `Lab3Ex1.java`. If you have to submit a revision to your code, add the revision number to the file name (e.g. `Lab3Ex1_2.java` or `Lab3Ex1v2.java`). In the beginning of your file, also include a comment with your name, date, and lab number. An example:

```
// Lab 3 exercise 2
// Submitted by: Ada Byron
// Date: 3.3.1833

import java.util.Scanner;

public class Lab3Ex2
{
    ...
}
```