

Lesson 35: *Pie Chart* Lab (W10D4)

Balboa High School

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Do Now

- Select a partner and seat yourself at an adjacent workstation for the *Pie Chart* Lab.
- Create a new project called `PieChart` and import the sources from [here](#).
- Refer to Litvin §5.11 for the steps (see [here](#)) for completing the lab.
- Helpful hints are on the proceeding slides.

Aim

Students will work on Litvin's *Pie Chart* lab exercise.

Advice for the *Pie Chart Lab* (1 of 2)

- Step 4: The regions with underscores (_ _ _ _ ...) may be commented out to help the class compile.
- Step 5: Write `PollDisplayPanelTester`, a class that can do a preliminary sanity check (test) of your additions to `PollDisplayPanel`. You should consider using the `main()` provided under Step 4 for your tester class.
- Step 6: You can test out this code later (Step 7) OR you can add a `main()` to `PollDisplayPanel` that sends counts and totals to `countToDegrees()` and prints out the return values.

Advice for the *Pie Chart Lab* (2 of 2)

- Step 7
 - `drawLegend()`: Consider the arguments (especially their data types) that "`g.drawString()`" can take.
 - `drawPieChart()`: When you add code to draw sectors in the pie chart for candidates #2 and #3 (i.e., Brian and Liz, respectively),
 - figure out what angle to *start* each sector at
 - consider adding `System.out.println()` statements to print — to the console — each candidate's vote count, total # votes, and angle returned by `countToDegrees()`
 - if you use `countToDegrees()` to determine the # of degrees for Liz's sector, the total # of degrees might be 360° ; how might you make things look better?

Work on PS #5, §5:

- §5.1: Solving Quadratic Equations
- §5.2: Swapping 10s and 1s Places

Continue working on §5 of PS #5