Programming Assignment 3
Tessellation - Take 2

In Assignment 2 you wrote the code to create an image like the one shown to the right. To begin this assignment you must move this part of your code into a non-void method that returns a single image of this type. You will need to modify the method's code somewhat in order to use it effectively to complete the following.

10-point assignment
Use the method described above and the ThreeButtons class in order to build a small tessellation of these images.

Initially
As the program begins execution, it produces the tesselated ThreeButtonFrame shown below. The ThreeButtonFrame is green and the tesselated region must have nine of your method's images colored, positioned, and clipped as shown. This tesselated region should be roughly centered within the ThreeButtonFrame.

LEFT
Each time that the LEFT button is clicked each of the images in the four corners must change to white centers.

MID
Each time that the MID button is clicked each of the images in the four corners must change to yellow centers.

RIGHT
Each time that the RIGHT button is clicked each of the images in the four corners must change to blue centers, as they were initially.

2 additional points
The most efficient solution (with the fewest lines of code) results from adding just one additional method and ensuring that leftAction, midAction and rightAction each have a method body consisting of a single call to this additional method. Write the program in this way for 2 additional points.

to submit your solution...
Email your solution as an attachment that is a zip version of the project file to riley@cs.uwlax.

Due date: Feb. 18, 2015