

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY,  
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**A MICRO PROJECT REPORT ON**

**“A SIMPLE PROJECT TO DRAW PAINT”**

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**CERTIFICATE**

This is to certify that the Micro-Project entitled **"A SIMPLE PROJECT TO DRAW PAINT"** has been Successfully Completed

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The bonafide students of **Department of Computer Science & Engineering, Alva's Institute of Engineering and Technology**, affiliated to **VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI**, during the academic year 2020–2021. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report. The report has been approved as it satisfies the academic requirements in respect of Micro-Project work prescribed for Bachelor of Engineering.

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## **ABSTRACT**

Writing graphics applications in Java using Swing can be quite a daunting experience which requires understanding of some large libraries, and fairly advanced aspects of Java. In a graphical system, a windowing toolkit is usually responsible for providing a framework to make it relatively painless for a graphical user interface (GUI) to render the right bits to the screen at the right time. Both the AWT (abstract windowing toolkit) and Swing provide such a framework. In this report, we designed and developed a simple painter project used to enable user to draw any shape and any integrated graphic with any color using FreeHand (move the mouse using your hand to draw any shape and specify the coordinate in JPanel). Several tools such as Undo and Redo process, Clear JPanel, Set Background Color & set Foreground Color, Save paint (Panel) to file ( \*. JPG; \*. GIF; \*.\* ), and Open paint from image file are considered. The purpose of this project is to give you practice with graphical user interface programming in Java.