Pajamas.java

- Make single design: On a graph grid, draw a simple one-color picture that includes three shapes (hollow or filled) to make a recognizable design. On the grid, label all coordinates <u>with variable expressions</u> needed to produce your design; top left corners, vertices (for polygon), endpoints (for line segment), etc. In other words, instead of using (0, 0) and (10, 10), use something like (x, y) and (x + 10, y + 10).

- Repeat your design: Write nested loops to repeat your design across the whole panel both horizontally and vertically.

- Add a polygon of background color surrounding the "fabric" to make pajamas appear on your screen. You can be creative about the cut of your pajamas, but they should minimally have a neck and sleeves.

- Pseudocode should document where the basic design is drawn, where the basic design is repeated horizontally, where the basic design is repeated vertically, and where the background polygon is drawn.