The purpose of this assignment is to give you more practice applying the idea of procedural abstraction. Your task is to design and implement a program to generate and draw a random scene composed of houses, trees, mountains and possibly other elements.

Your program should be modeled on the solution to the DrawRandomFace project that you implemented in our recent lab exercise. You should start by making a brand new NetBeans project called "DrawRandomScene", with one class called "DrawRandomScene" and another called "Scene", and one or more classes for the kinds of shapes that appear in your scene. You may borrow code from your lab solution or my lab solution, (which is contained in files for this project located on our class web page).

As you design and implement your program, think carefully about what helper methods to use. You should design your methods with three goals in mind: (1) Making the program easily readable and understandable; (2) Making the program easy to modify; (3) Avoiding repetition of identical or nearly identical code in multiple places in the program.