

```
import java.awt.Color;
import java.awt.Graphics;
public class Model
{
    private int rows;
    private int cols;

    public Model(int pRows, int pCols)
    {
        rows = pRows;
        cols = pCols;
    }

    public void draw(Graphics g, int w, int h)
    {
        double cellWidth = (w - 1.0) / cols;
        double cellHeight = (h - 1.0) / rows;

        // Noir: la couleur de la grille
        g.setColor(Color.BLACK);

        // Dessiner les colonnes
        int c;
        for (int i = 0; i < cols; i++)
        {
            c = (int) (i * cellWidth);
            g.drawLine(c, 0, c, h - 1);
        }
        g.drawLine(w - 1, 0, w - 1, h - 1);

        // Dessiner les lignes
        int r;
        for (int i = 0; i < rows; i++)
        {
            r = (int) (i * cellHeight);
            g.drawLine(0, r, w - 1, r);
        }
        g.drawLine(0, h - 1, w - 1, h - 1);
    }
}
```

```
import java.awt.Color;
import java.awt.Graphics;
public class DrawPanel extends javax.swing.JPanel
{
    private Model model = null;

    public void setModel(Model model)
    {
        this.model = model;
    }

    public DrawPanel()
    {
        initComponents();
    }

    public void paintComponent(Graphics g)
    {
        int w = getWidth();
        int h = getHeight();

        // Peindre l'arrière fond
        g.setColor(Color.WHITE);
        g.fillRect(0, 0, w, h);

        if (model != null)
            model.draw(g, w, h);
    }
// Skipped: ... initComponents { ... }
// Skipped: ... graphic attributes
}
```

```
public class MainFrame extends javax.swing.JFrame
{
    private Model model;

    public MainFrame()
    {
        initComponents();
    }
// Skipped: ... initComponents { ... }
    private void drawButtonActionPerformed(java.awt.event.ActionEvent evt) {//GEN-FIRST:event_drawButtonActionPerformed
        model = new Model(Integer.valueOf(rowsTextField.getText()), Integer.valueOf(colsTextField.getText()));
        drawPanel.setModel(model);
        repaint();
    }//GEN-LAST:event_drawButtonActionPerformed
// Skipped: ... Look & Feel
// Skipped: ... graphic attributes
}
```