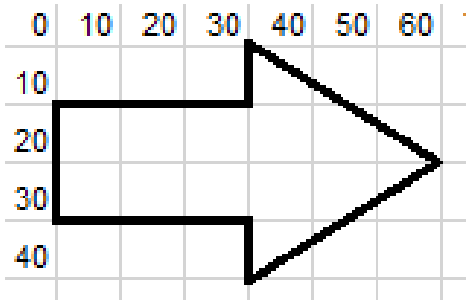
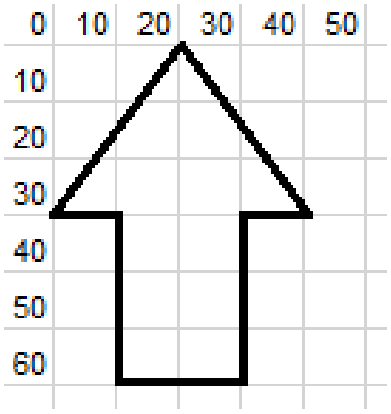
Line Methods

A. Arrows

Right



Up



After you make your methods. Call them each three times.

You will have 6 arrows on the screen.

Here is some starter code:

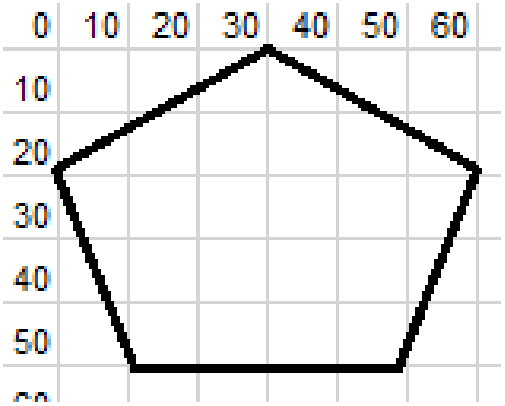
```
import java.awt.*;
import java.applet.Applet;
public class Code7A_Arrows extends Applet
{
    public void paint (Graphics g)
    {
        //each arrow needs to appear 3 times
        //that is a total of 6 arrows
        upArrow (30, 40);
        rightArrow (120, 30);
    }

    public void upArrow (int x, int y)
    {
        Graphics g = getGraphics ();
        //needs fixing....
        g.drawLine (x, y, x + 20, y + 20);
    }

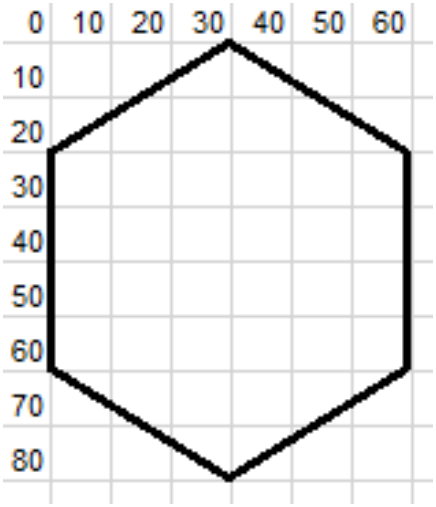
    public void rightArrow (int x, int y)
    {
        Graphics g = getGraphics ();
        //also needs fixing....
        g.drawLine (x, y, x + 20, y + 20);
    }
}
```

B. Shapes

Pentagon



Hexagon



Each shape needs to appear 3 times. You will have a total of 6 shapes on the screen.

Here is some starter code:

(you will need to add the methods yourself)

```
import java.awt.*;
import java.applet.Applet;
public class Code7B_Shapes extends Applet
{
    public void paint (Graphics g)
    {

    }

}
```