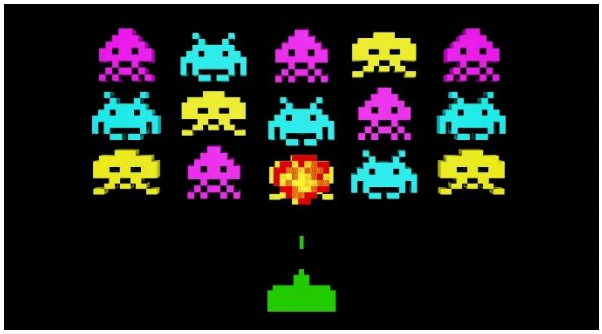
Rectangle and Oval Methods

A. 8-bit Sprites

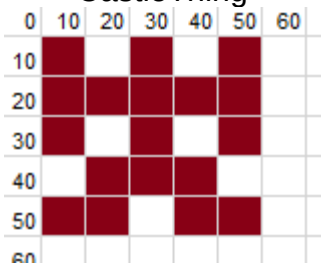


Choose 1 of the following.
Create a method for it.
Call your method 6 times.

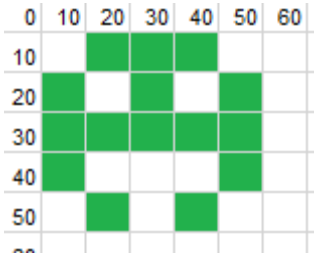
Each should have x and y as a parameter.

The lines on top of the Sprites are not required.

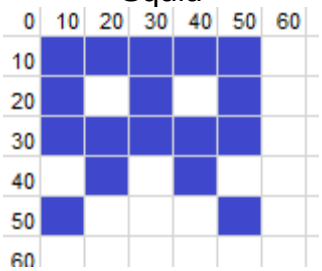
CastleThing



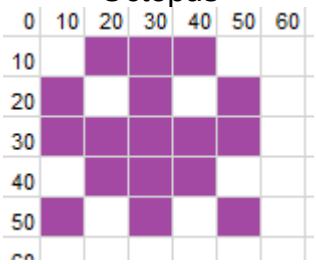
Tentacles



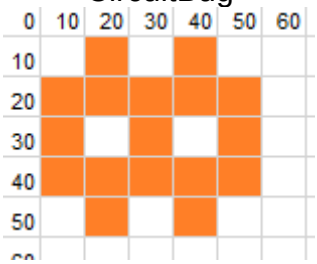
Squid



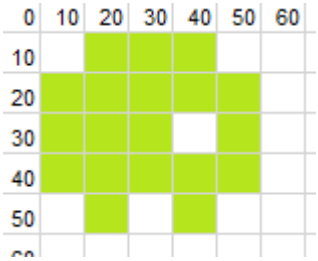
Octopus



CircuitBug



BoxCreature



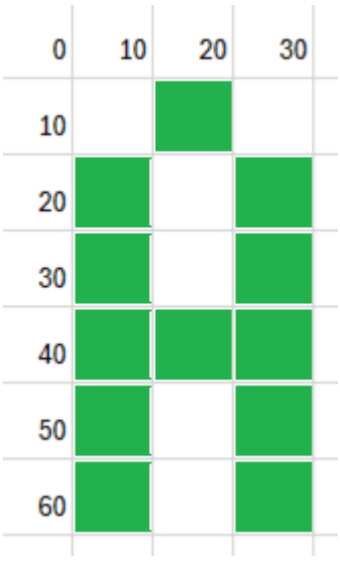
Here is some starter code (the method draws a T, you will need to change it):

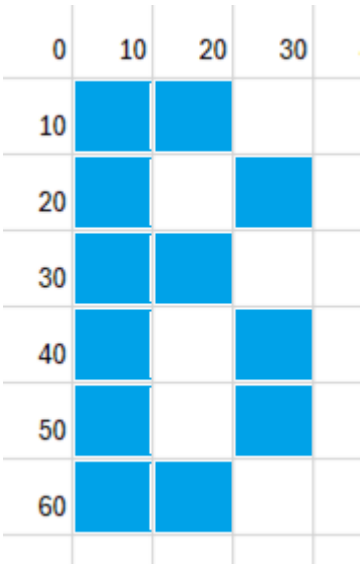
```
import java.applet.Applet;
import java.awt.*;
public class Code8A_8bitMethods extends Applet
{
    public void paint (Graphics g)
    {
        LetterT (10, 20);
    }

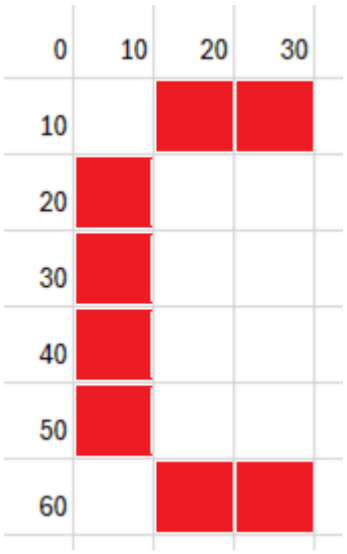
    public void LetterT (int x, int y)
    {
        Graphics g = getGraphics ();
        g.setColor(Color.red);
        g.fillRect (x, y, 30, 10);
        g.fillRect (x + 10, y + 10, 10, 30);
    }
}
```

B. Letter Methods

Create three methods, one for each letter.
Call each method 4 times.







This code draws a T. You will need to adapt it.

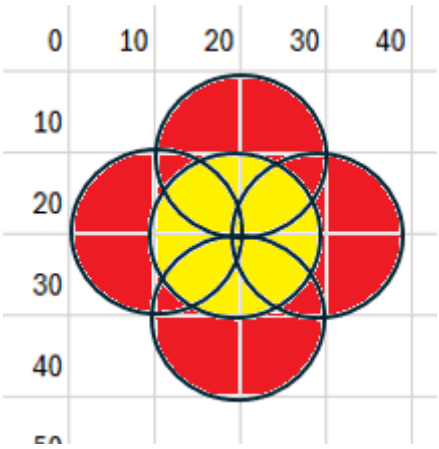
```
import java.applet.Applet;
import java.awt.*;
public class Code8B_LetterMethods extends Applet
{
    public void paint (Graphics g)
    {
        LetterT (10, 20);
    }

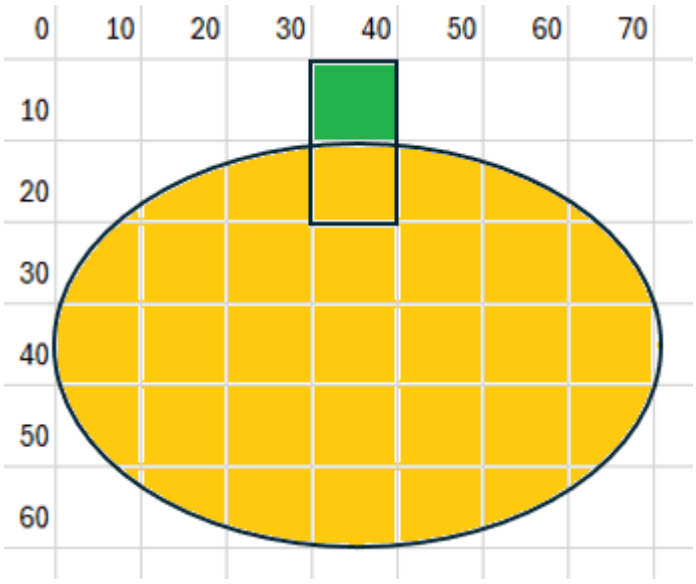
    public void LetterT (int x, int y)
    {
        Graphics g = getGraphics ();
        g.setColor(Color.red);
        g.fillRect (x, y, 30, 10);
        g.fillRect (x + 10, y + 10, 10, 30);
    }
}
```

C. Circle Methods

Create these methods.

Call them 4 times on your screen (for a total of 8 shapes).






```
import java.applet.Applet;
import java.awt.*;
public class Code8C_CircleMethods extends Applet
{
    public void paint (Graphics g)
    {
        flower (10, 20);
    }

    public void flower (int x, int y)
    {
        Graphics g = getGraphics ();
        g.setColor(Color.red);
        g.fillOval (x, y, 30, 10);
    }
}
```