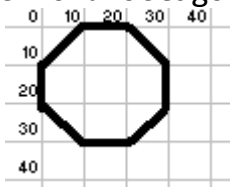
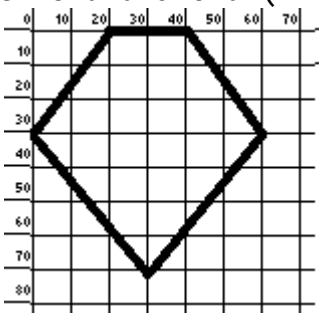
Polygon Methods

A. Shapes

`public void octagon (int x, int y)`



`public void diamond (int x, int y)`



Code methods for each of the above shapes. Call each method 3 times.

Here is some starter code:

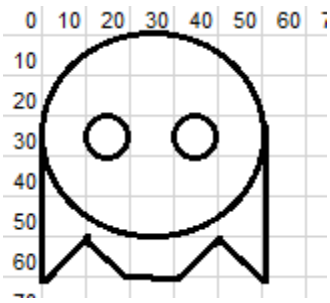
```
import java.awt.*;
import java.applet.Applet;
public class Code9A_Shapes extends Applet
{
    public void paint (Graphics g)
    {
        octagon (0, 0);
        diamond (0, 0);
    }

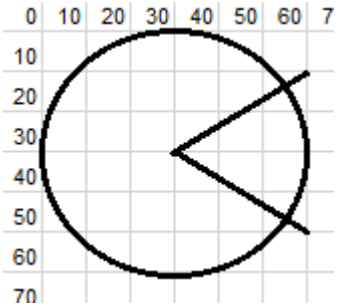
    public void octagon (int x, int y)
    {
        Graphics g = getGraphics ();

    }

    public void diamond (int x, int y)
    {
        Graphics g = getGraphics ();
    }
}
```

B. Many Pac Man & Ghost





Here is some starter code, fill in the methods:

```
import java.awt.*;
import java.applet.Applet;
import java.awt.*;
import java.applet.Applet;

public class Code9B_manyPacMans extends Applet
{
    public void paint (Graphics g)
    {
        for (int x = 0 ; x < 1800 ; x += 100)
        {
            for (int y = 0 ; y < 800 ; y += 100)
            {
                int random = (int) (Math.random () * 10);
                if (random == 0)
                    pacman (x, y);
                else
                    ghost (x, y);
            }
        }
    }


    //code the methods here
    public void pacman (int x, int y)
    {
        Graphics g = getGraphics ();
    }


    public void ghost (int x, int y)
    {
        Graphics g = getGraphics ();
    }
}
```