Line Methods

```
import java.awt.*; import java.applet.Applet;
public class partA extends Applet
{
      public void paint (Graphics g)
      {
            drawX (10, 20);
            drawX (40, 30);
      }

      public void drawX (int x, int y)
      {
            Graphics g = getGraphics ();
            g.drawLine (x, y, x + 20, y + 20);
            g.drawLine (x + 20, y, x, y + 20);
      }
}
```

Some ideas:















