Rectangle and Oval Methods

An example of a rectangle method →

```
import java.applet.Applet; import java.awt.*;
public class methods extends Applet
{
    public void paint (Graphics g)
    {
        LetterT (10, 20);  //A
        LetterT (40, 30);  //B
    }

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

Some ideas:



















