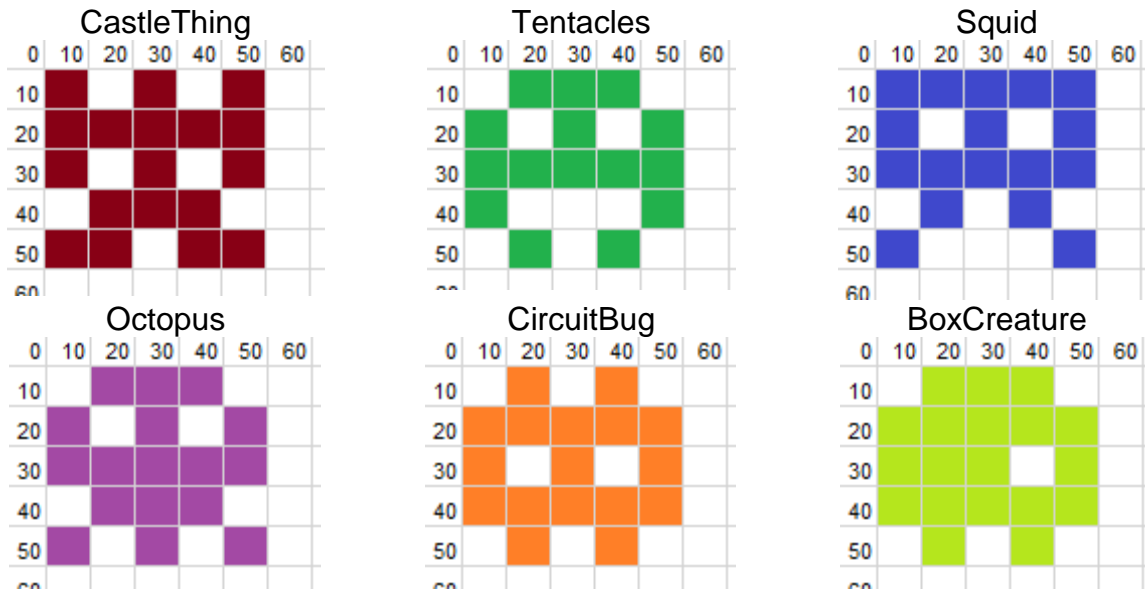


# 8-bit Sprites

Create a method for each of the following 8-bit Sprites. Each should have x and y as a parameter.

The lines on top of the Sprites are not required.

Call each method in paint to move the creature to a different location on the screen.



Here is some starter code from the website:

```
import java.applet.Applet;
import java.awt.*;
public class methods 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);
    }
}
```