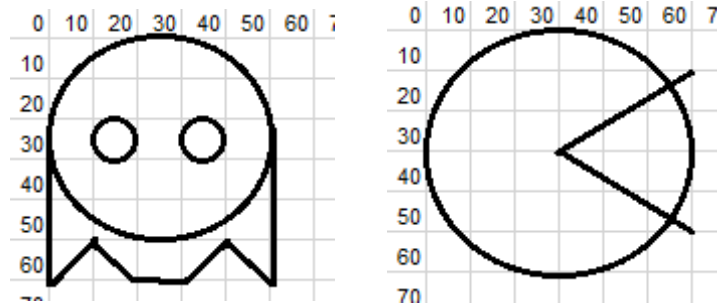


Complex Methods

Fill in the blanks to make a methods for the pacman game.



```
import java.applet.*; import java.awt.*;
public class pacmanCode extends Applet
{
    public void paint (Graphics g)
    {
        setBackground (Color.black);
        int red = (int) (Math.random () * 255);
        int blue = (int) (Math.random () * 255);
        int green = (int) (Math.random () * 255);
        ghost (0, 0, red, green, blue);
        pacman (0, 0);
    }

    public void ghost (int x, int y, int r, int gg, int b)
    {
        Graphics g = getGraphics ();
        //make head
        g.setColor (new Color (r, gg, b));
        //g.fillOval (x + _, y + _, _, _);

        //make body
        //int xs[] = {x + _, x + _, x + _, x + _, x + _, x + _, x + _, x + _};
        //int ys[] = {y + _, y + _, y + _, y + _, y + _, y + _, y + _, y + _};
        //g.fillPolygon (xs, ys, _);

        //make eyes
        g.setColor (Color.black);
        //g.fillOval (x + _, y + _, _, _);
        //g.fillOval (x + _, y + _, _, _);
    }

    public void pacman (int x, int y)
    {
        Graphics g = getGraphics ();
        //make head
        g.setColor (Color.yellow);
        //g.fillOval (x + _, y + _, _, _);
        //make mouth
        g.setColor (Color.black);
        //int xs[] = {x + _, x + _, x + _};
        //int ys[] = {y + _, y + _, y + _};
        //g.fillPolygon (xs, ys, _);
    }
}
```