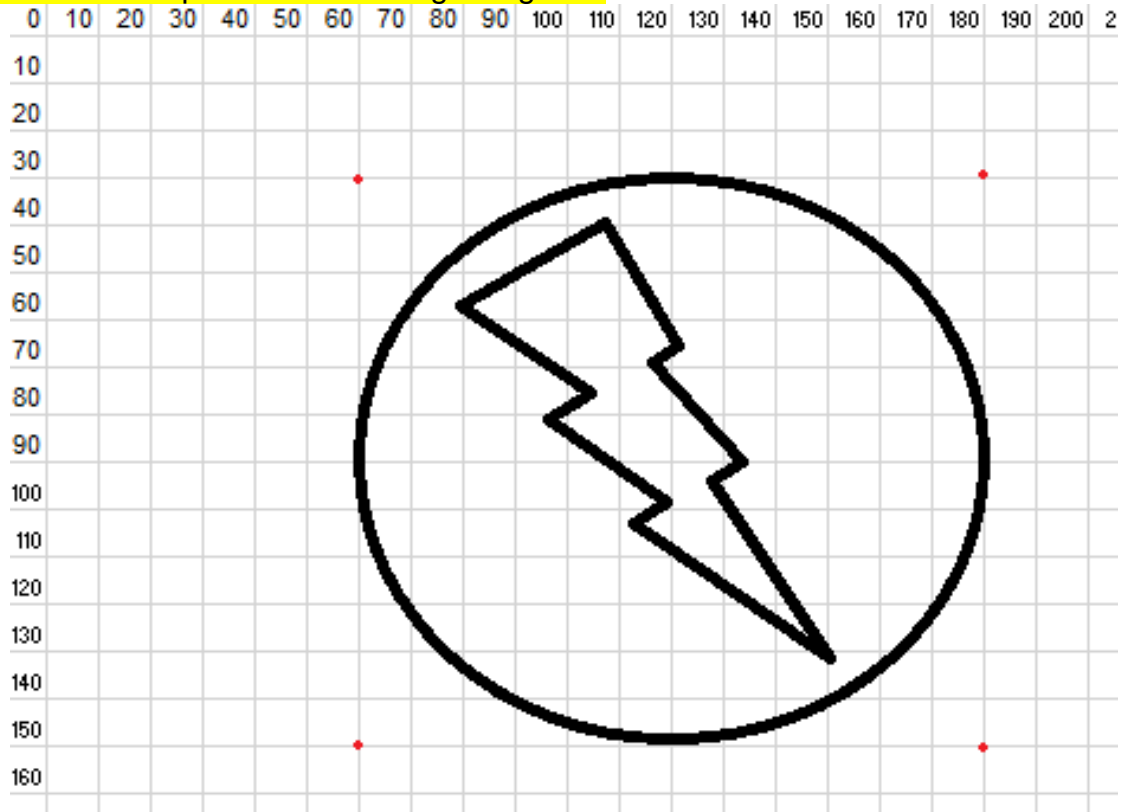


The Flash

You need a circle and a lightning bolt (polygon) to make the Flash symbol.

Approximate the positions for the lightning bolt.



Starter Code

```
import java.applet.*; import java.awt.*;
public class flashSymbol extends Applet
{
    public void paint (Graphics g)
    {
        setBackground (Color.black);

        g.setColor (Color.red);
        g.fillOval (20, 40, 100, 110);

        g.setColor (Color.yellow);
        int x[] = {20, 70, 50, 70};
        int y[] = {50, 20, 50, 80};

        g.fillPolygon (x, y, x.length);
    }
}
```