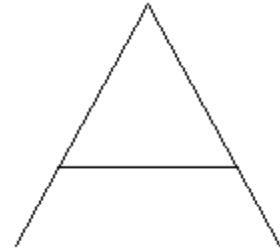


Graphics Discovery

1. Figure out how drawLine works

```
import java.applet.*;
import java.awt.*;
public class Example extends Applet
{
    public void paint (Graphics g)
    {
        g.drawLine(10, 20, 60, 100);
    }
}
```

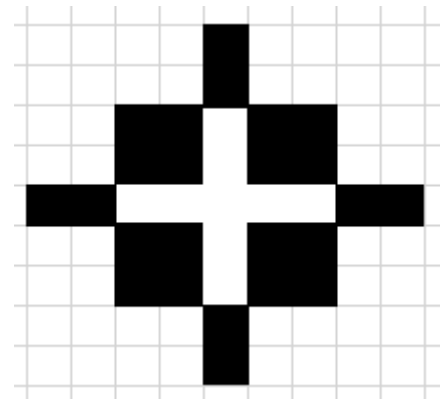
Use it to make this:



2. Figure out drawRect (fillRect)

```
import java.applet.*;
import java.awt.*;
public class Example extends Applet
{
    public void paint (Graphics g)
    {
        g.setColor (Color.magenta);
        g.drawRect (10, 15, 20, 15);
    }
}
```

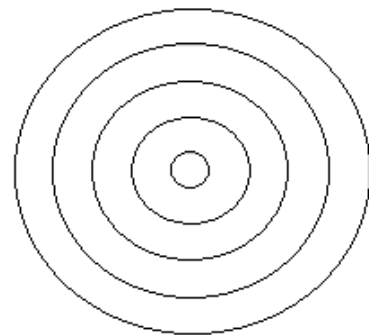
Use it to make this:



3. Figure out drawOval (fillOval)

```
import java.applet.*;
import java.awt.*;
public class Example extends Applet
{
    public void paint (Graphics g)
    {
        g.drawOval(10, 20, 60, 100);
    }
}
```

Use it to make this:



4. Figure out drawPolygon (fillPolygon)

```
import java.applet.*;
import java.awt.*;
public class Example extends Applet
{
    public void paint (Graphics g)
    {
        g.setColor (Color.orange);
        int x[] = {30, 50, 30, 10};
        int y[] = {10, 30, 70, 30};
        g.fillPolygon (x, y, x.length);
    }
}
```

Use it to make this:

