

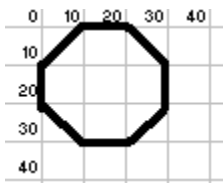
## Graphics Methods

Make each of the following methods. Call them each twice.

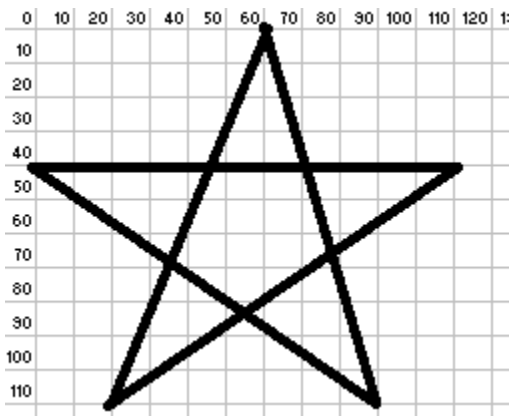
```
public void c (int x, int y)
//x, y are the top, left co-ordinates
```



```
public void hexagon (int x, int y)
//x, y are the top, left co-ordinates
```



```
public void star (int x, int y, int z)
//z scales in both the x and y dimension
```



```
public void diamond (int x, int y, int xz, int yz)
//x, y are the top, left co-ordinates
//xz scales in the x dimension
//yz scales in the y-dimension
```

