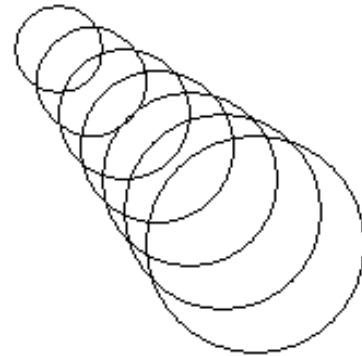
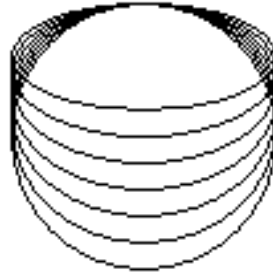
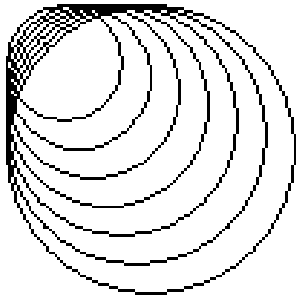


## Looping Circle Patterns

Create these pictures ALL IN THE SAME APPLET.



Some code from sheet 3 to help get you started.

```
import java.applet.Applet; import java.awt.*;

public class loopingCircles extends Applet
{
    public void paint (Graphics g)
    {
        for(int i = 20; i < 150; i+=50)
        {
            g.drawOval (20, i, 60, 60);
        }
    }
}
```