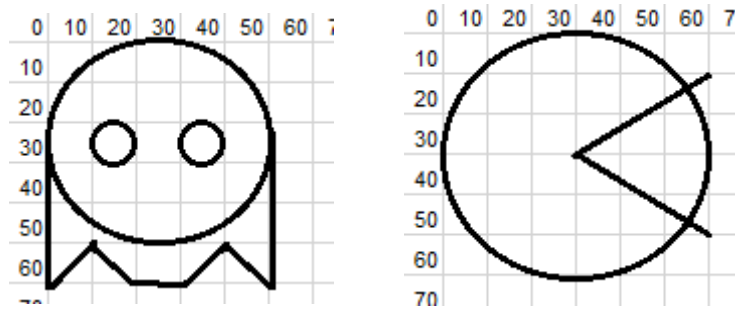


Many Ghosts and Some PacMans

- (1) Code a method that can make a ghost, and another to make a pacman on the screen.
- (2) Once that code is finished and tested, copy the methods into the code below. The loop will fill the screen with mostly ghosts and a few pacmans.



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

public class manyPacMans extends Applet
{
    public void paint (Graphics g)
    {
        for (int x = 0 ; x < 1000 ; x += 100)
        {
            for (int y = 0 ; y < 800 ; y += 100)
            {
                int random = (int) (Math.random () * 10);
                //change the method names to match your own.
                if (random == 0)
                    pacman (x, y);
                else
                    ghost (x, y);
            }
        }

        //add methods here

    }
}
```