

```

import java.awt.Graphics;
import java.applet.Applet;

public class AWTGraphics extends Applet
{

    /**
     *
     */
    private static final long serialVersionUID = 1L;

    public void paint(Graphics g)
    {
        //draw cube
        g.drawRect(100,50,200,200);
        g.drawRect(200, 150, 200, 200);
        g.drawLine(100, 50, 200, 150);
        g.drawLine(300, 50, 400, 150);
        g.drawLine(100, 250, 200, 350);
        g.drawLine(300, 250, 400, 350);

        //draw sphere longitude lines
        g.drawOval(150, 100, 200, 200);
        g.drawOval(173, 100, 152, 200);
        g.drawOval(196, 100, 106, 200);
        g.drawOval(220, 100, 60, 200);

        g.drawOval(150, 100, 200, 200);
        g.drawOval(150, 123, 200, 152);
        g.drawOval(150, 146, 200, 106);
        g.drawOval(150, 170, 200, 60);

        //draw inscribed triangle
        g.drawOval(700, 400, 200, 200);

        g.drawLine(700,500,800,600);
        g.drawLine(800, 600, 870, 430);
        g.drawLine(870,430,700,500);

        g.drawOval(737, 470, 93, 93);

        //draw MAMS (or your own block initials)

        g.fillRect(150, 450, 25, 125);
    }
}

```

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g.fillRect(200, 450, 25, 125);
g.fillRect(175, 450, 25, 25);
g.fillRect(175, 500, 25, 25);

g.fillRect(250, 450, 25, 125);
g.fillRect(275, 500, 25, 25);
g.fillRect(300, 475, 25, 25);
g.fillRect(325, 450, 25, 25);
g.fillRect(300, 525, 25, 25);
g.fillRect(325, 550, 25, 25);

//draw PACMEN flower
g.fillArc(485, 415, 100, 100, 45, -270);
g.fillArc(485, 535, 100, 100, -45, 270);
g.fillArc(555, 475, 100, 100, 45, 270);
g.fillArc(415, 475, 100, 100, 135, -270);
}

private void drawLine(int i, int j, int k, int l) {
    // TODO Auto-generated method stub
}
}

```

**Final Result:**

