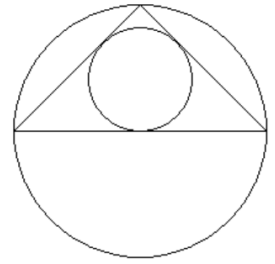


MAMS



```

// Lab04
// The AWT Graphics Program
// This is the student, starting version of the AWT Graphics Program.
import java.awt.Graphics;
import java.applet.Applet;
import java.awt.Color;

public class AWTGraphics extends Applet
{
public void paint(Graphics g)
{
// DRAW CUBE
g.drawRect(50,50,200,200);
g.drawRect(150, 150, 200, 200);
g.drawLine(50, 50, 50, 250);
g.drawLine(50, 250, 150, 350);
g.drawLine(250,250,350,350);
g.drawLine(50, 50, 150, 150);
g.drawLine(250, 50, 350, 150);

// DRAW SPHERE
g.drawOval(175, 100, 50, 200);
g.drawOval(150, 100, 100, 200);
g.drawOval(125, 100, 150, 200);
g.drawOval(100, 100, 200, 200);

g.drawOval(100, 175, 200, 50);
g.drawOval(100, 150, 200, 100);
g.drawOval(100, 125, 200, 150);
g.drawOval(100, 100, 200, 200);

// DRAW INSCRIBED/CIRCUMSCRIBED TRIANGLE
g.drawOval(775, 400, 200, 200);
g.drawPolygon(new int[] {875, 775, 975}, new int[] {400, 500, 500}, 3);
g.drawOval(834, 418, 82, 82);

// DRAW MAMS (or your own block initials)
//M
g.fillRect(150, 475, 25, 125);
g.fillRect(175, 500, 25, 25);
g.fillRect(200, 525, 25, 25);
g.fillRect(225, 500, 25, 25);
g.fillRect(250, 475, 25, 125);

//A
g.fillRect(300,475,75,25);
g.fillRect(300,500,25,100);
g.fillRect(325,525,25,25);
g.fillRect(350,500,25,100);

//M
g.fillRect(400, 475, 25, 125);
g.fillRect(425, 500, 25, 25);
g.fillRect(450, 525, 25, 25);
g.fillRect(475, 500, 25, 25);
g.fillRect(500, 475, 25, 125);

//S
g.fillRect(550, 475, 75, 125);
g.setColor(Color.white);
g.fillRect(575,500,50,25);
g.fillRect(550, 550, 50, 25);
// DRAW PACMEN FLOWER
g.setColor(Color.black);
g.fillArc(500, 150, 100, 100, 135, 270);
g.fillArc(420, 200, 100, 100, -135, 270);
g.fillArc(500, 255, 100, 100, -135, -270);
g.fillArc(580, 200, 100, 100, -310, 280);

}
}

```