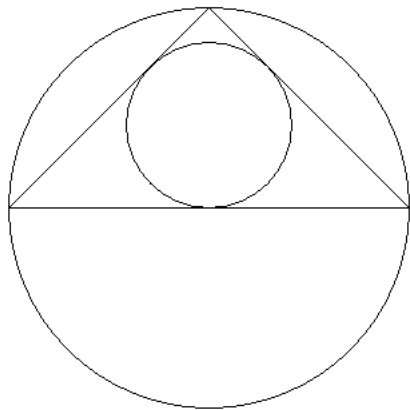
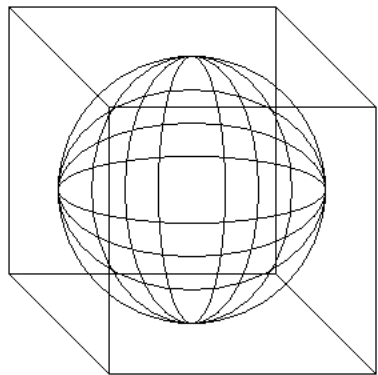


```

1 package graphics;
2
3 import java.awt.Graphics;
4 import java.applet.Applet;
5
6 public class AWTGraphics extends Applet {
7
8     public void paint(Graphics g) {
9         // DRAW CUBE
10        g.drawRect(50, 50, 200, 200);
11        g.drawRect(125, 125, 200, 200);
12        g.drawLine(50, 50, 125, 125);
13        g.drawLine(250, 50, 325, 125);
14        g.drawLine(50, 250, 125, 325);
15        g.drawLine(250, 250, 325, 325);
16
17        // DRAW SPHERE
18        int sphereX = 50 + 75 / 2;
19        int sphereY = 50 + 75 / 2;
20        g.drawOval(sphereX, sphereY, 200, 200);
21
22        // longitude
23        g.drawOval(sphereX + 25, sphereY, 150, 200);
24        g.drawOval(sphereX + 50, sphereY, 100, 200);
25        g.drawOval(sphereX + 75, sphereY, 50, 200);
26
27        // latitude
28        g.drawOval(sphereX, sphereY + 25, 200, 150);
29        g.drawOval(sphereX, sphereY + 50, 200, 100);
30        g.drawOval(sphereX, sphereY + 75, 200, 50);
31
32        // DRAW INSCRIBED/CIRCUMSCRIBED TRIANGLE
33        int topX = 600;
34        int topY = 100;
35        int r = 150;
36        int smallR = (int) (150 * Math.sqrt(2) - 150);
37        g.drawOval(topX, topY, 2 * r, 2 * r);
38        g.drawLine(topX + r, topY, topX, topY + r);
39        g.drawLine(topX + r, topY, topX + 2 * r, topY + r);
40        g.drawLine(topX, topY + r, topX + 2 * r, topY + r);
41        int centerX = topX + r;
42        int centerY = topY + r - smallR;
43        g.drawOval(centerX - smallR, centerY - smallR, 2 * smallR, 2 * smallR);
44
45        // DRAW MAMS (or your own block initials)
46        g.fillRect(50, 400, 25, 175);
47        g.fillRect(75, 400, 50, 25);
48        g.fillRect(75, 475, 50, 25);
49        g.fillRect(125, 425, 25, 50);
50
51        g.fillRect(175, 400, 25, 175);
52        g.fillRect(200, 550, 75, 25);
53
54        // DRAW PACMEN FLOWER

```

```
55     r = 50;
56     double rr2 = r * Math.sqrt(2);
57     int d = r * 2;
58     centerX = 500;
59     centerY = 450;
60     int[] dx = {1, 0, -1, 0};
61     int[] dy = {0, 1, 0, -1};
62     int angle = 45;
63
64     for (int i = 0; i < 4; i++) {
65         int newCenterX = (int) (centerX + dx[i] * rr2);
66         int newCenterY = (int) (centerY + dy[i] * rr2);
67         g.fillArc(newCenterX - r, newCenterY - r, d, d, angle, 270);
68         angle -= 90;
69     }
70 }
71
72 }
```



FL

