

```
import java.awt.Graphics;
import java.applet.Applet;
public class AWTGraphics extends Applet
{
public void paint(Graphics g)
{
```

```
    // Set the Applet window size to 1000px in width by 650px in height
    setSize(1000, 650);
```

```
    // DRAW CUBE
```

```
    g.drawLine(100,100,150,150);
    g.drawLine(300,300,350,350);
    g.drawLine(300,100,350,150);
    g.drawLine(100,300,150,350);
    g.drawRect(100,100,200,200);
    g.drawRect(150,150,200,200);
```

```
    // DRAW SPHERE
```

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

```
    // DRAW INSCRIBED/CIRCUMSCRIBED TRIANGLE
```

```
    g.drawOval(636,400,200,200);
    g.drawLine(650, 550, 825, 455);
    g.drawLine(650, 550, 825, 545);
    g.drawLine(825, 455, 825, 545);
    g.drawOval(757, 479, 67, 67);
```

```
    // DRAW MAMS (or your own block initials)
```

```
    g.fillRect(50,500,20,100);
    g.fillRect(70,520,20,20);
```

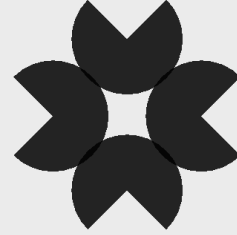
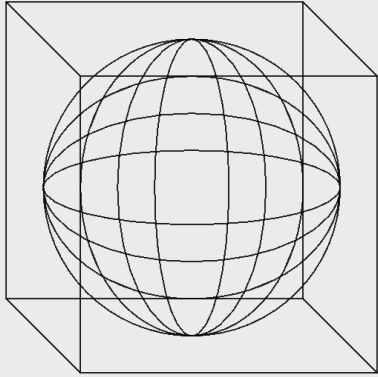
```
g.fillRect(90,540,20,20);
g.fillRect(110,520,20,20);
g.fillRect(130,500,20,100);
```

```
g.fillRect(170,500,20,100);
g.fillRect(190,540,20,20);
g.fillRect(190,500,20,20);
g.fillRect(210,500,20,100);
```

```
g.fillRect(250,500,20,100);
g.fillRect(270,520,20,20);
g.fillRect(290,540,20,20);
g.fillRect(310,520,20,20);
g.fillRect(330,500,20,100);
```

```
g.fillRect(370,500,60,20);
g.fillRect(370,580,60,20);
g.fillRect(370,540,60,20);
g.fillRect(410,560,20,20);
g.fillRect(370,520,20,20);
// DRAW PACMEN FLOWER
g.fillArc(700, 200, 75, 75, 45, 270);
g.fillArc(650, 148, 75, 75, 135, 270);
g.fillArc(600, 200, 75, 75, 225, 270);
g.fillArc(650, 250, 75, 75, 315, 270);
```

```
}
}
```



MAMS

