

```
/** the purpose of this example applet is to draw a boxy car out of
    basic graphical shapes (rectangles, circles and lines) on the applet
    window. It's position and size has been predetermined by sketching
    it out on graph paper first. The specific values of the coordinates
    of the shapes have been arbitrarily chosen.
 */
```

```
import java.applet.Applet;
import java.awt.Graphics;
import java.awt.Graphics2D;
import java.awt.Rectangle;
import java.awt.geom.Ellipse2D;
import java.awt.geom.Line2D;
import java.awt.geom.Point2D;

public class CarDrawer extends Applet
{ public void paint(Graphics g)
  { Graphics2D g2 = (Graphics2D)g;
    // create the car body
    Rectangle body = new Rectangle(100, 110, 60, 10);
    // create the car tires
    Ellipse2D.Double frontTire = new Ellipse2D.Double(110, 120, 10, 10);
    Ellipse2D.Double rearTire = new Ellipse2D.Double(140, 120, 10, 10);

    // create the 4 points connecting the windshields and roof
    Point2D.Double r1 = new Point2D.Double(110, 110);
    Point2D.Double r2 = new Point2D.Double(120, 100);
    Point2D.Double r3 = new Point2D.Double(140, 100);
    Point2D.Double r4 = new Point2D.Double(150, 110);

    // create the windshields and roof of the car
    Line2D.Double frontWindshield = new Line2D.Double(r1, r2);
    Line2D.Double roofTop = new Line2D.Double(r2, r3);
    Line2D.Double rearWindshield = new Line2D.Double(r3, r4);

    // draw all of the car parts on the screen
    g2.draw(body);
    g2.draw(frontTire);
    g2.draw(rearTire);
    g2.draw(frontWindshield);
    g2.draw(roofTop);
    g2.draw(rearWindshield);

    // draw the label under the car
    g2.drawString("UT JavaMobile 1.0", 100, 150);
  } // end of paint
} // end of CarDrawer
```