

# Algoritharium 4

For this assignment, you will be completing the PaintableCanvas4.java file.

I am going to give you limited instructions on this one, but I would like you to create some code to draw all the numbers, from 0-9, using just the `img.setPixelColor` method wrapped inside of for loops.

The numbers need to be large and visible and take up most of the picture space. Here is a guide for what I think might be the easiest way to go about it, but feel free to do it differently if you would like.



(Courtesy of <http://www.psdgraphics.com/file/digital-clock-template.jpg>)

(Notice 0 is at the end. This picture was not created by a computer programmer)

- Part A
  - Complete the numbers 0-4
- Part B
  - Complete the numbers 5-9