```java
// Lab04
// The AWT Graphics Program
// This is the student, starting version of the AWT Graphics Program.


import java.awt.Graphics;
import java.applet.Applet;


public class AWTGraphics extends Applet
{
public void paint(Graphics g)
{


// DRAW CUBE

        g.drawRect(50,50,100,100);
        g.drawRect(100,100,100,100);
        g.drawLine(50, 50, 100, 100);
        g.drawLine(150, 50, 200, 100);
        g.drawLine(50, 150, 100, 200);
        g.drawLine(150, 150, 200, 200);

// DRAW SPHERE

 g.drawOval(75, 75, 100, 100);

 g.drawOval(75, 87, 100, 75);
 g.drawOval(75, 100, 100, 50);
 g.drawOval(75, 112, 100, 25);

 g.drawOval(87, 75, 75, 100);
 g.drawOval(100, 75, 50, 100);
 g.drawOval(112, 75, 25, 100);
// DRAW INSCRIBED/CIRCUMSCRIBED TRIANGLE

 g.drawOval(300, 50, 200, 200);
 g.drawLine(300, 150, 400, 250);
 g.drawLine(400, 250, 471, 79);
 g.drawLine(300, 150, 471, 79);
 g.drawOval(337, 120, 94, 94);

// DRAW MAMS (or your own block initials)
 //M
 g.fillRect(25, 375, 25, 125);
 g.fillRect(50, 400, 25, 25);
 g.fillRect(75, 425, 25, 25);
 g.fillRect(100, 400, 25, 25);
 g.fillRect(125, 375, 25, 125);

 //A
 g.fillRect(175, 375, 25, 125);
 g.fillRect(175, 375, 50, 25);
```

```java
    g.fillRect(175, 425, 50, 25);
    g.fillRect(225, 375, 25, 125);

    //M
    g.fillRect(275, 375, 25, 125);
    g.fillRect(300, 400, 25, 25);
    g.fillRect(325, 425, 25, 25);
    g.fillRect(350, 400, 25, 25);
    g.fillRect(375, 375, 25, 125);

    //S
    g.fillRect(425, 375, 75, 25);
    g.fillRect(425, 400, 25, 25);
    g.fillRect(425, 425, 75, 25);
    g.fillRect(475, 450, 25, 25);
    g.fillRect(425, 475, 75, 25);

// DRAW PACMEN FLOWER

    g.fillArc(575, 200, 75, 75, 225, 180);
    g.fillArc(575, 200, 75, 75, 135, 180);

    g.fillArc(525, 250, 75, 75, 0, 135);
    g.fillArc(525, 250, 75, 75, 225, 180);

    g.fillArc(625, 250, 75, 75, 135, 180);
    g.fillArc(625, 250, 75, 75, 45, 180);

    g.fillArc(575, 300, 75, 75, 45, 180);
    g.fillArc(575, 300, 75, 75, 315, 180);

}

}
```