***Practica 22. Juego de tenis.***

package com.edu4java.minitennis1;

import java.awt.Color;

import java.awt.Graphics;

import java.awt.Graphics2D;

import java.awt.RenderingHints;

import java.awt.geom.Ellipse2D;

import javax.swing.JFrame;

import javax.swing.JPanel;

@SuppressWarnings("serial")

public class Game extends JPanel {

@Override

public void paint(Graphics g) {

Graphics2D g2d = (Graphics2D) g;

g2d.setColor(Color.RED);

g2d.fillOval(0, 0, 30, 30);

g2d.drawOval(0, 50, 30, 30);

g2d.fillRect(50, 0, 30, 30);

g2d.drawRect(50, 50, 30, 30);

g2d.draw(new Ellipse2D.Double(0, 100, 30, 30));

}

public static void main(String[] args) {

JFrame frame = new JFrame("Mini Tennis");

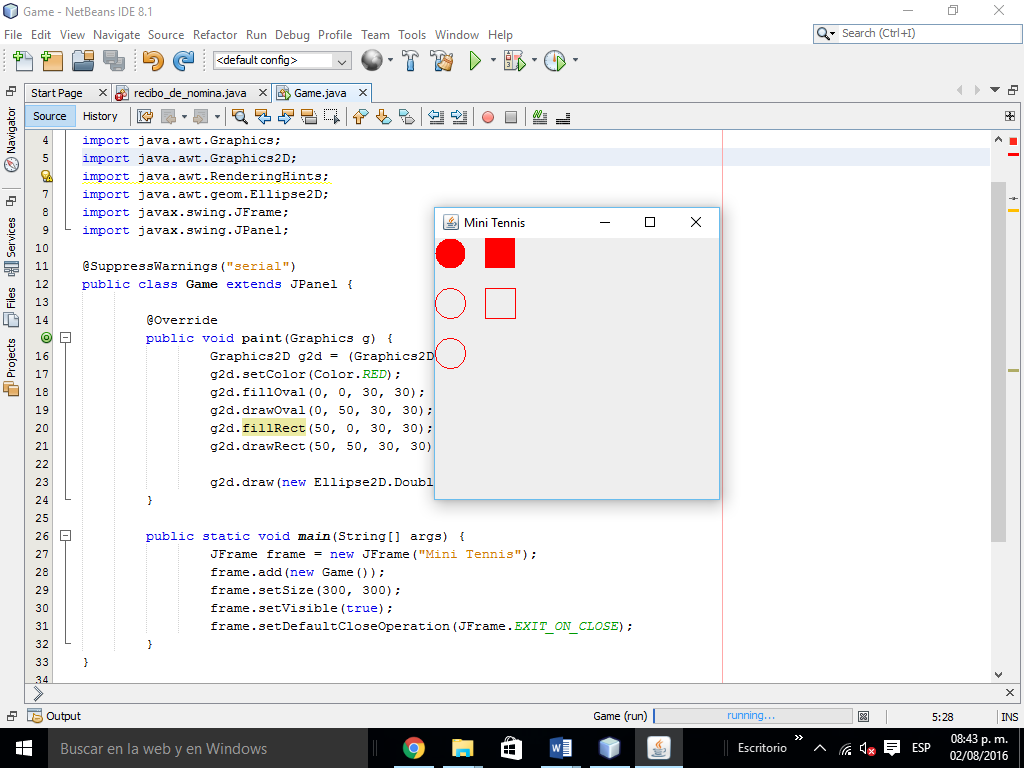
frame.add(new Game());

frame.setSize(300, 300);

frame.setVisible(true);

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

}

}