import java.awt.Color;

import java.awt.Graphics2D;

import java.awt.Rectangle;

import java.awt.geom.Ellipse2D;

public class Bear {

int xCoord, yCoord, w, h;

public Bear (int x, int y, int width, int height) {

xCoord = x;

yCoord = y;

w = width;

h = height;

}

public void draw(Graphics2D g2) {

Rectangle bruh = new Rectangle(xCoord, yCoord, w, h);

g2.draw(bruh);

Rectangle head = new Rectangle(150, 40, 80, 70);

g2.setColor(new Color(210,105,30));

g2.fill(head);

Rectangle snout = new Rectangle(165, 65, 50, 40);

g2.setColor(new Color(139,69,19));

g2.fill(snout);

Rectangle nose = new Rectangle(182, 80, 15, 15);

g2.setColor(new Color(000000));

g2.fill(nose);

Rectangle eye1 = new Rectangle(164, 60, 7, 7);

g2.setColor(new Color(255,255,255));

g2.fill(eye1);

Rectangle eye2 = new Rectangle(209, 60, 7, 7);

g2.setColor(new Color(255,255,255));

g2.fill(eye2);

Rectangle body = new Rectangle(115, 110, 150, 200);

g2.setColor(new Color(210,105,30));

g2.fill(body);

Rectangle LArm = new Rectangle(90, 110, 25, 150);

g2.setColor(new Color(139,69,19));

g2.fill(LArm);

Rectangle RArm = new Rectangle(265, 110, 25, 150);

g2.setColor(new Color(139,69,19));

g2.fill(RArm);

Rectangle LLeg = new Rectangle(115, 310, 68, 120);

g2.setColor(new Color(139,69,19));

g2.fill(LLeg);

Rectangle RLeg = new Rectangle(197, 310, 68, 120);

g2.setColor(new Color(139,69,19));

g2.fill(RLeg);

Rectangle Belly = new Rectangle(135, 140, 110, 140);

g2.setColor(new Color(139,69,19));

g2.fill(Belly);

}

}

import java.awt.Graphics;

import java.awt.Graphics2D;

import java.awt.Rectangle;

import javax.swing.JComponent;

public class BearComponent extends JComponent {

public void paintComponent(Graphics g) {

Graphics2D g2 = (Graphics2D) g;

Bear f = new Bear(0, 0, 0, 0);

f.draw(g2);

}

}

import javax.swing.JFrame;

public class FrameViewer {

public static void main(String[] args) {

JFrame frame = new JFrame();

frame.setSize(500, 300);

frame.setTitle("bear frame");

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

BearComponent thing = new BearComponent();

frame.add(thing);

frame.setVisible(true);

}

}