

## Gui Design

Run the Picture.java file, and you will see a sun and a house. For this lab you will be creating at least 1 extra java file called YourShapeNameHere.java and creating an entirely different picture.

- Create a shape. When creating your picture you will need to also create and use at least 1 other class that extends MyShape. This class needs to draw a different shape than a circle, square, triangle or house, and must use at least 1 call to the `g.fill(new Polygon(xpoints, ypoints, 3));` method like that in the Triangle.java file. I have attached 2 .pdf files containing drawing paper for you to use to help you visualize your new shape. Some suggestions are: Star, Diamond, or even advanced combination of shapes like Tree, Car, or Rocket.
- Modify this file to create a picture that looks entirely different from the one that I have given you. Be creative and think up something that interests you. Start with getting your new shape (see below) into the picture. Try to create an image that can be animated, as one of your next assignments asks you to animate this picture.