```java
 1 import java.awt.Canvas;
 2 import java.awt.Color;
 3 import java.awt.Graphics;
 4 import java.lang.Object;
 5 import java.awt.*;
 6 import javax.swing.JFrame;
 7
 8 import javax.swing.JFrame;
 9
10 public class Application extends Canvas {
11
12     public static void main(String[] args)
13     {
14         JFrame frame = new JFrame("Shapes");
15         Canvas canvas = new Application();
16         canvas.setSize(1080,720);
17         frame.add(canvas);
18         frame.pack();
19         frame.setVisible(true);
20     }
21
22     public void paint(Graphics g)
23     {
24         Rectangle R1 = new Rectangle(540,360,800,400,Color.yellow);
25         Oval O1 = new Oval(540,360,800,400,Color.green);
26         Rectangle R2 = new Rectangle(540,360,525,300,Color.magenta);
27         Oval O2= new Oval(540,360,525,300,Color.blue);
28         Rectangle R3 = new Rectangle(540,360,345,225,Color.orange);
29         Oval O3 = new Oval(540,360,345,225,Color.gray);
30
31         R1.draw(g);
32         O1.draw(g);
33         R2.draw(g);
34         O2.draw(g);
35         R3.draw(g);
36         O3.draw(g);
37     }
38
39 }
40
```