Installing the acm.jar graphics package
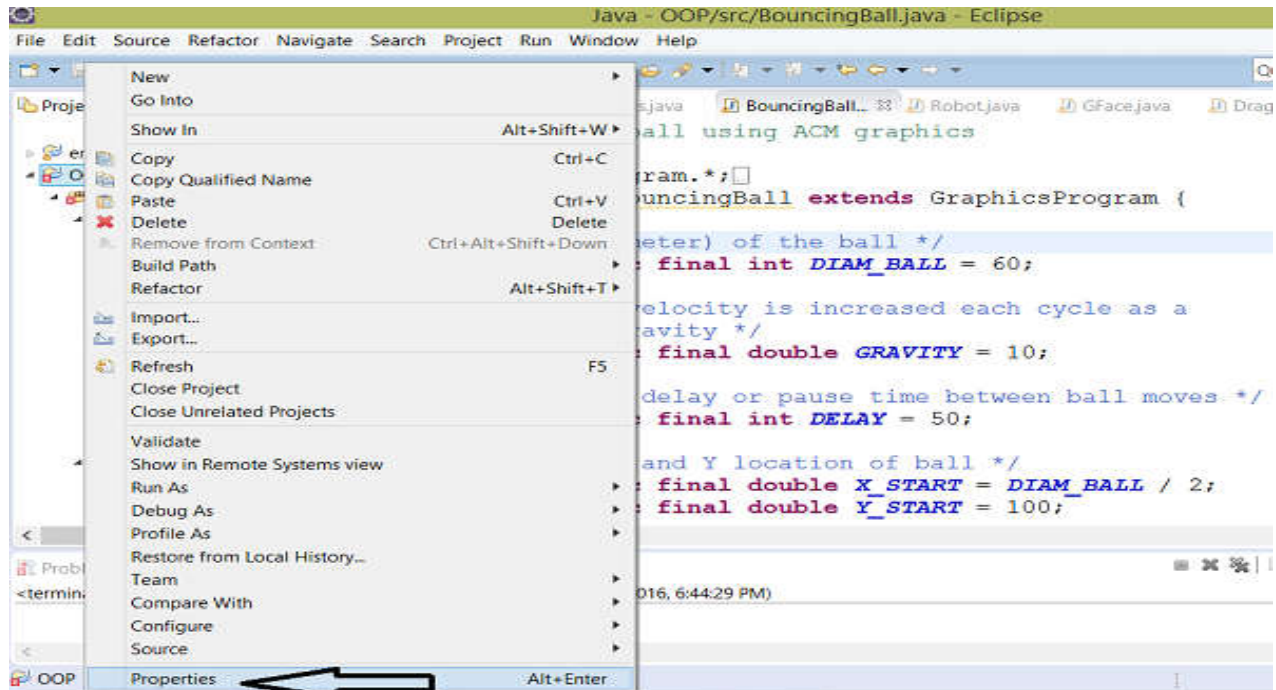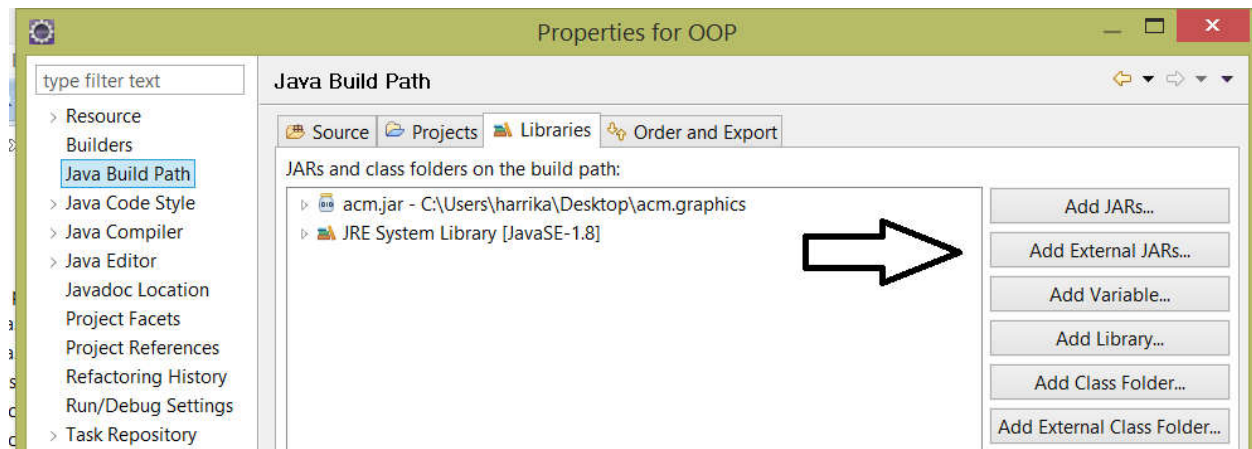
You may download the package yourself from acm.org or you can get a copy by clicking on the acm.jar link on the class page
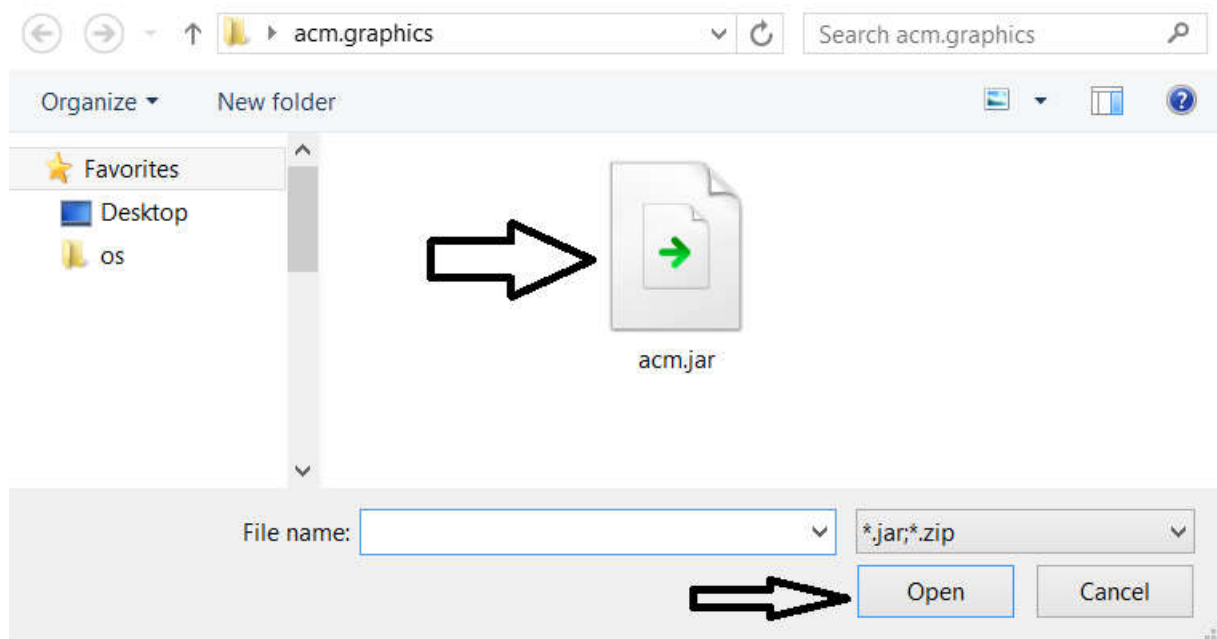
In eclipse, navigate to the package where you want the acm graphics library to be installed and right click on it, then select **properties**

In the properties dialogue select **Java Build Path**, select **Libraries**, then **select Add External JARS..**
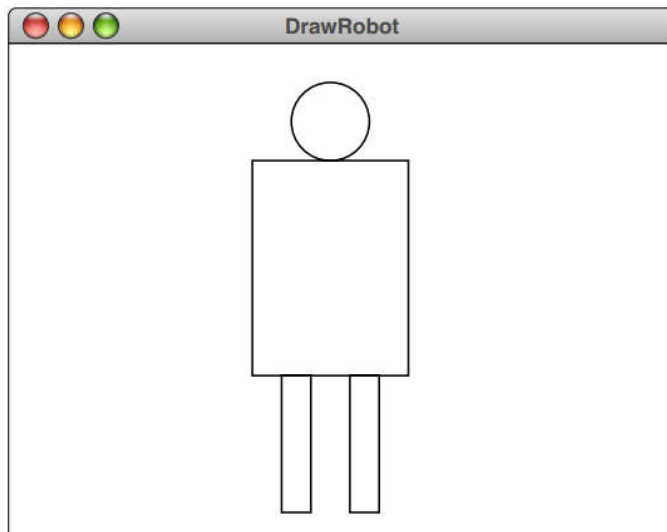
Select the acm.jar file from wherever you have saved it, then click open and OK

You may make use of acm.graphics by importing the libraries into your program

```
2
3  import acm.graphics.*;
4  import acm.program.*;
5
6  public class Robot extends GraphicsProgram {
7      public void run() {
8          add(new GOval(120, 20, 40, 40));
9          add(new GRect(100, 60, 80, 110));
10         add(new GRect(115, 170, 15, 70));
11         add(new GRect(150, 170, 15, 70));
12         }
13 }
```

The program above should give you the result shown below

Shapes and classes you can use from the acm library

The shape classes in the GObject hierarchy

GObject

GLabel GRect GOval GLine GArc GImage GPolygon

GRoundRect G3DRect