**Assignment number: 1**

**Subject: COMPUTER GRAPHICS LAB**

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Class: ***SECOND YEAR ENGINEERING***

Division: ***B***

Roll no: ***222008***

Batch: ***B1***

**PROBLEM STATEMENT:**

Draw any object/pattern using graphics library functions.

**Code:**

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package harry;

import java.awt.\*;

import javax.swing.\*;

/\*\*

\*

\* @author com-5

\*/

public class Harry extends JFrame

{

public void paint(Graphics g)

{

Graphics g2d = (Graphics2D) g;

g2d.drawOval(200, 200, 300, 300);

// g2d.drawOval(350, 350, 200, 200);

// g2d.drawOval(270, 270, 150,150);

g2d.drawOval(275, 275, 150, 150);

g2d.drawLine(480, 425, 425-205, 425);

g2d.drawLine(350,200 , 425-205, 425);

g2d.drawLine(480, 425,350,200 );

}

public static void main(String[] args) {

Harry d=new Harry();

d.setTitle("my program");

d.setSize(1000,1000);

d.setVisible(true);

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

}

}

Output:

