**Assignment number: 2**

**Subject: COMPUTER GRAPHICS LAB**

Name: ***RIA MITTAL***

Class: ***SECOND YEAR ENGINEERING***

Division: ***B***

Roll no: ***222008***

Batch: ***B1***

**PROBLEM STATEMENT:**

Write C++/Java program to draw the following pattern using any library class functions

**Code:**

package pattern;

import java.awt.\*;

import javax.swing.\*;

public class Pattern extends JFrame {

public void paint(Graphics g){

g.drawLine(100,200,500,200);

g.drawLine(100,200,100,500);

g.drawLine(100,500,500,500);

g.drawLine(500,200,500,500);

g.drawLine(300,200,100,350);

g.drawLine(100,350,300,500);

g.drawLine(300,500,500,350);

g.drawLine(500,350,300,200);

g.drawLine(200,280,200,420);

g.drawLine(200,420,400,420);

g.drawLine(400,420,400,280);

g.drawLine(400,280,200,280);

}

public static void main(String[] args) {

Pattern d=new Pattern();

d.setSize(800,800);

d.setVisible(true);

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

}

}

**Output:**

