import javax.swing.\*;

import java.awt.\*;

import java.awt.event.\*;

public class cubes extends JApplet implements ActionListener

{

int picxelInt;

int hieght;

int width;

int countCubes=0;

int startWidthFirst;

Boolean firstTime=true;

public void init()

{

// Applet init() method

String numOfPicxals = JOptionPane.showInputDialog("Enter how many pixcels: ");

picxelInt = Integer.parseInt(numOfPicxals);

}

// implementation of ActionListener interface

@Override

public void actionPerformed(ActionEvent e) {

}

@Override

public void paint(Graphics g)

{

// getting information and declring varables in order to paint as order

hieght=getHeight();

width=getWidth();

int endWidth=getWidth();

int pixcelSum=0;

// before doing

for (int i = 0; i < width; i+=picxelInt)

{

if (i+picxelInt<endWidth)

{

countCubes++;

pixcelSum+=picxelInt;

}

}

startWidthFirst=(width-pixcelSum)/2;

int startWidthUSE=(width-pixcelSum)/2;

g.setColor(Color.RED);

// before doing

boolean firstTime=true;

int picxceldid=0;

int line=1;

for (int j = picxelInt+1; j < hieght; j+=picxelInt)

{

for (int i = 0; i < countCubes; i++)

{

if (picxceldid<pixcelSum)

{

g.drawRect(startWidthUSE, hieght-j, picxelInt, picxelInt);

startWidthUSE+=picxelInt;

picxceldid+=picxelInt;

}

}

line++;

countCubes--;

//startWidthUSE=startWidthFirst+(picxelInt/2)\*line;

pixcelSum-=picxelInt;

startWidthUSE=(width-picxceldid)/2;

startWidthUSE+=picxelInt/2;

// picxceldid=(picxelInt/2)\*line;

picxceldid=0;

}

}

}