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 startWidth;

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

setStartAndCount();

hieght=getHeight();

width=getWidth();

int endWidth=getWidth()-picxelInt;

g.drawRect(0, hieght, picxelInt, picxelInt);

g.setColor(Color.RED);

// before doing

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

{

g.drawRect(startWidth, hieght-picxelInt, picxelInt, picxelInt);

startWidth+=picxelInt;

}

System.out.println("hieght: "+hieght);

System.out.println("width: "+width);

}

public void setStartAndCount()

{

hieght=getHeight();

width=getWidth();

int endWidth=getWidth()-picxelInt;

int pixcelSum=0;

// before doing

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

{

if (i+picxelInt<endWidth)

{

countCubes++;

pixcelSum+=picxelInt;

}

}

startWidth=(width-pixcelSum)/2;

}

}