**Lab Goal :**   This lab was designed to teach you how to design and use classes, instantiate objects, use graphic methods, and use if statements.

Lab Description :   Write a program in to create a unique shape using graphics. Make the shape move around the screen and bounce off of the walls.

Part One :: Use the `Shape.java` file to create your own shape. Complete the Shape constructor and add code to the draw method to draw your own shape. Use `ShapePanel.java` and `GraphicsRunner.java` to test your `Shape` class.

Part Two :: Use `MovingShapePanel.java` and `GraphicsRunner.java` to further test your `Shape` class. You must get your shape to move around the screen. You will need to add set and get methods to the `Shape` class for instance variables `xPos`, `yPos`, `xSpeed`, and `ySpeed`.

Part One :
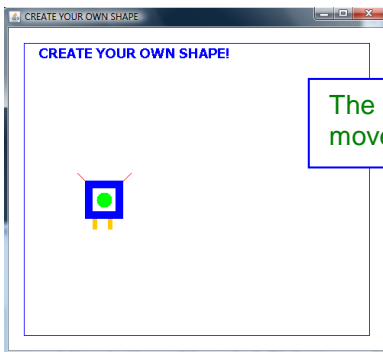
The shape does not move in part one.

Files Needed ::
```
Shape.java
ShapePanel.java
MovingShapePanel.java
GraphicsRunner.java
```

Part Two :

The shape moves around the screen and bounces off the walls in part two.