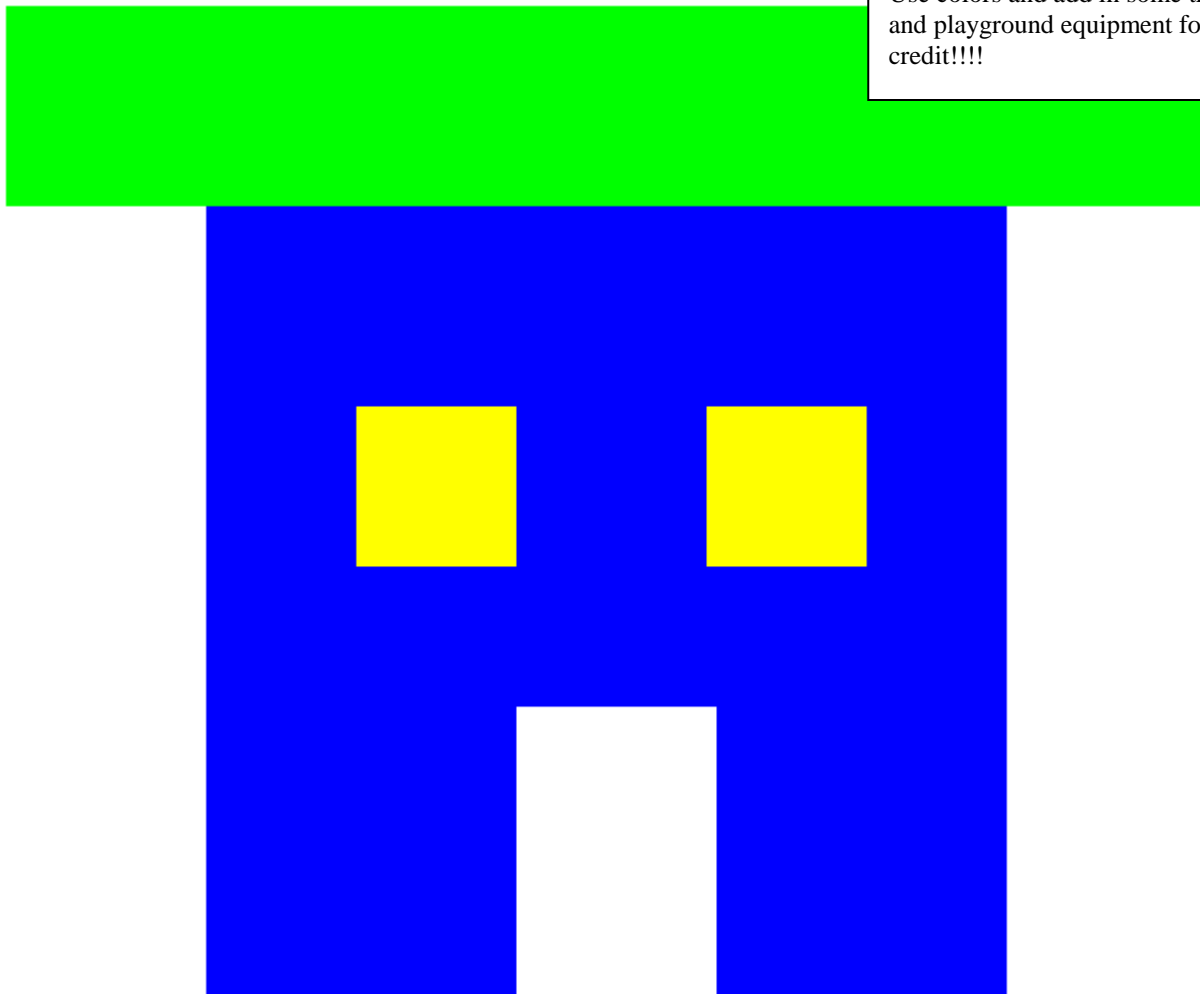**Lab Goal :** The lab was designed to teach you how to write a class and to write methods for that class. It was also designed to teach you how to call methods that have parameters. You will be calling graphics methods with parameters and methods where you define the parameters.

Lab Description : Draw a house or at least something that looks kind of like a house.

> **Files Needed ::**
> `GraphicsRunner.java`
> `BigHouse.java`

Sample Output :

> Use colors and add in some trees and playground equipment for extra credit!!!!