**CODE-**

//Display Graphics (shapes)

import java.awt.\*;

import javax.swing.JFrame;

class DisplayGraphics extends Canvas{

public void paint(Graphics g)

{

g.drawString("Here are the figures",60,60);

setBackground(Color.WHITE);

g.fillRect(130, 130,100, 80);

g.drawOval(130,230,100, 80);

setForeground(Color.RED);

g.fillOval(130,230,100, 80);

g.drawArc(130, 330, 80,60,90,80);

g.fillArc(130, 330, 80,60,180,80);

}

public static void main(String[] args)

{

DisplayGraphics m=new DisplayGraphics();

JFrame f=new JFrame();

f.add(m);

f.setSize(600,600);

f.setVisible(true);

}

}