Graphics Assignment: Mario

```java
package com.mycompany.graphicassignment;

import java.awt.*;
import javax.swing.*;
// Create a constructor method

import javax.swing.JFrame;

public class GraphicAssignment extends JPanel{
public GraphicAssignment(){
super();
}
//Draw Mario utilizing 10 by 10 pixel rectangles

public void paintComponent(Graphics g){

//New colors:
//g.setColor(new Color(138, 112, 0));
//g.setColor(new Color(245, 161, 17));

//Hat

g.setColor(Color.red);
g.fillRect(90, 0, 10, 10);
g.setColor(Color.red);
g.fillRect(70, 0, 10, 10);
g.setColor(Color.red);
g.fillRect(60, 0, 10, 10);
g.setColor(Color.red);
g.fillRect(80, 0, 10, 10);
g.setColor(Color.red);
g.fillRect(50, 0, 10, 10);

//Hat

g.setColor(Color.red);
g.fillRect(40, 10, 10, 10);
g.setColor(Color.red);
g.fillRect(60, 10, 10, 10);
g.setColor(Color.red);
g.fillRect(80, 10, 10, 10);
g.setColor(Color.red);
```

```java
g.fillRect(50, 10, 10, 10);
g.setColor(Color.red);
g.fillRect(90, 10, 10, 10);
g.setColor(Color.red);
g.fillRect(70, 10, 10, 10);
g.setColor(Color.red);
g.fillRect(100, 10, 10, 10);
g.setColor(Color.red);
g.fillRect(110, 10, 10, 10);
g.setColor(Color.red);
g.fillRect(120, 10, 10, 10);

//Face

g.setColor(new Color(138, 112, 0));
g.fillRect(40, 20, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(50, 20, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(60, 20, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(70, 20, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(80, 20, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(90, 20, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(100, 20, 10, 10);

//Face

g.setColor(new Color(138, 112, 0));
g.fillRect(30, 30, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(40, 30, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(50, 30, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(60, 30, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(70, 30, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(80, 30, 10, 10);
g.setColor(new Color(138, 112, 0));
```

```
g.fillRect(90, 30, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(100, 30, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(110, 30, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(120, 30, 10, 10);

//Face

g.setColor(new Color(138, 112, 0));
g.fillRect(30, 40, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(40, 40, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(50, 40, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(60, 40, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(70, 40, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(80, 40, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(90, 40, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(100, 40, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(110, 40, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(120, 40, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(130, 40, 10, 10);

//Face

g.setColor(new Color(138, 112, 0));
g.fillRect(30, 50, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(40, 50, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(50, 50, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(60, 50, 10, 10);
g.setColor(new Color(245, 161, 17));
```

```java
g.fillRect(70, 50, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(80, 50, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(90, 50, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(100, 50, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(110, 50, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(120, 50, 10, 10);

//Face

g.setColor(new Color(245, 161, 17));
g.fillRect(60, 60, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(70, 60, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(80, 60, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(90, 60, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(100, 60, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(110, 60, 10, 10);
g.setColor(new Color(245, 161, 17));
g.fillRect(50, 60, 10, 10);

//Shirt, Overalls, and Hands

g.setColor(new Color(138, 112, 0));
g.fillRect(40, 70, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(50, 70, 10, 10);
g.setColor(Color.red);
g.fillRect(60, 70, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(70, 70, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(80, 70, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(90, 70, 10, 10);
```

```java
//Shirt, Overalls, and Hands

g.setColor(new Color(138, 112, 0));
g.fillRect(30, 80, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(40, 80, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(50, 80, 10, 10);
g.setColor(Color.red);
g.fillRect(60, 80, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(70, 80, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(80, 80, 10, 10);
g.setColor(Color.red);
g.fillRect(90, 80, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(100, 80, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(110, 80, 10, 10);
g.setColor(new Color(138, 112, 0));
g.fillRect(120, 80, 10, 10);

//Shirt, Overalls, and Hands

g.setColor(new Color(138, 112, 0));
g.fillRect(30,90,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(40,90,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(20,90,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(50,90,10,10);
g.setColor(Color.red);
g.fillRect(60,90,10,10);
g.setColor(Color.red);
g.fillRect(70,90,10,10);
g.setColor(Color.red);
g.fillRect(80,90,10,10);
g.setColor(Color.red);
g.fillRect(90,90,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(100,90,10,10);
g.setColor(new Color(138, 112, 0));
```

```
g.fillRect(110,90,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(120,90,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(130,90,10,10);

//Shirt, Overalls, and Hands

g.setColor(new Color(245, 161, 17));
g.fillRect(20,100,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(30,100,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(40,100,10,10);
g.setColor(Color.red);
g.fillRect(50,100,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(60,100,10,10);
g.setColor(Color.red);
g.fillRect(70,100,10,10);
g.setColor(Color.red);
g.fillRect(80,100,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(90,100,10,10);
g.setColor(Color.red);
g.fillRect(100,100,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(110,100,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(120,100,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(130,100,10,10);

//Shirt, Overalls, and Hands

g.setColor(new Color(245, 161, 17));
g.fillRect(20,110,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(30,110,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(40,110,10,10);
g.setColor(Color.red);
g.fillRect(50,110,10,10);
g.setColor(Color.red);
```

```
g.fillRect(60,110,10,10);
g.setColor(Color.red);
g.fillRect(70,110,10,10);
g.setColor(Color.red);
g.fillRect(80,110,10,10);
g.setColor(Color.red);
g.fillRect(90,110,10,10);
g.setColor(Color.red);
g.fillRect(100,110,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(110,110,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(120,110,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(130,110,10,10);

//Shirt, Overalls, and Hands

g.setColor(new Color(245, 161, 17));
g.fillRect(20,120,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(30,120,10,10);
g.setColor(Color.red);
g.fillRect(40,120,10,10);
g.setColor(Color.red);
g.fillRect(60,120,10,10);
g.setColor(Color.red);
g.fillRect(50,120,10,10);
g.setColor(Color.red);
g.fillRect(90,120,10,10);
g.setColor(Color.red);
g.fillRect(100,120,10,10);
g.setColor(Color.red);
g.fillRect(110,120,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(120,120,10,10);
g.setColor(new Color(245, 161, 17));
g.fillRect(130,120,10,10);

//Shirt, Overalls, and Hands

g.setColor(Color.red);
g.fillRect(40,130,10,10);
g.setColor(Color.red);
```

```java
g.fillRect(60,130,10,10);
g.setColor(Color.red);
g.fillRect(50,130,10,10);
g.setColor(Color.red);
g.fillRect(90,130,10,10);
g.setColor(Color.red);
g.fillRect(100,130,10,10);
g.setColor(Color.red);
g.fillRect(110,130,10,10);

//Shoes

g.setColor(new Color(138, 112, 0));
g.fillRect(40,140,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(30,140,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(50,140,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(100,140,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(110,140,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(120,140,10,10);

//Shoes

g.setColor(new Color(138, 112, 0));
g.fillRect(20,150,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(40,150,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(30,150,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(50,150,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(100,150,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(110,150,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(120,150,10,10);
g.setColor(new Color(138, 112, 0));
g.fillRect(130,150,10,10);
```

```
    }

//Basic workings done by Mr. Nelson
//Frame set to something small due to size of Mario

public static void main(String arg[]){
JFrame frame = new JFrame("BasicJPanel");
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
frame.setSize(180,210);
// Create a new identifier for a BasicJPanel called "panel",
// then create a new BasicJPanel object for it to refer to.
GraphicAssignment panel = new GraphicAssignment();
// Make the panel object the content pane of the JFrame.
// This puts it into the drawable area of frame, and now
// we do all our drawing to panel, using paintComponent(), above.
frame.setContentPane(panel);
frame.setVisible(true);
}
}
```