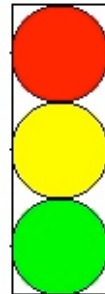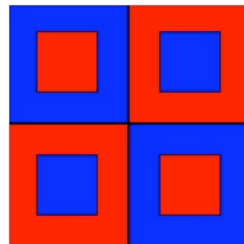# PRACTICE EXERCISES - LAB 5 (Graphics Part 1)

1. Draw the Target symbol (a set of concentric circles, alternating red and white) in a graphics window that is 200 pixels wide by 200 pixels high. Hint: Draw the largest circle first in red, then draw the next smaller circle in white, then draw the next smaller circle in red. Graphical objects drawn later appear "on top of" graphical objects drawn earlier.

2. Draw a simple traffic light in a graphics window that is 200 pixels wide by 200 pixels high. The three lights should have a diameter of 50 pixels each, and the traffic light should be centered in the graphics window.

3. Create the following image:

4. Create a checkerboard of white and black squares in a graphics window that is 200 pixels wide by 200 pixels high. Each square should be 25 X 25. Can you simplify this program using loops? HINT: Set up a pair of nested loops, with counters *row* and *col* that run from 0 to 7 each. Inside the nested loops: Create a 25 X 25 rectangle whose top left corner is at (*row**25, *col**25). (Where is the bottom right corner?) If the sum of the *row* and *col* numbers is even, set the fill color of the rectangle to white, otherwise set it to black. Then draw the rectangle.