**Practical no.-**30

**Title:** Develop a program to draw following shapes, graphics and applets.

**Roll No.:**15 **Batch-** A **Date of Performance:** 19/04/2023

**CODE-**

import java.applet.\*;

import java.awt.\*;

/\*<Applet CODE= ShapesApplet.class WIDTH=400 HEIGHT=200> </Applet>\*/

public class ShapesApplet extends Applet

{ public void paint(Graphics g)

{ setBackground(Color.BLACK);

g.setColor(Color.YELLOW);

g.drawString("Cylinder",10,110);

g.drawOval(10,10,50,10);

g.drawOval(10,80,50,10);

g.drawLine(10,15,10,85);

g.drawLine(60,15,60,85);

g.setColor(Color.RED);

g.drawString("Cube",95,110);

g.drawRect(80,10,50,50);

g.drawRect(95,25,50,50);

g.drawLine(80,10,95,25);

g.drawLine(130,10,145,25);

g.drawLine(80,60,95,75);

g.drawLine(130,60,145,75);

g.setColor(Color.GREEN);

g.drawString("Cone",90,250);

g.drawOval(200,200,200,50);

g.drawLine(200,225,290,500);

g.drawLine(400,225,290,500);

g.setColor(Color.PINK);

g.drawString("Suare Inside Circle",150,110);

g.drawOval(180,10,80,80);

g.drawRect(192,22,55,55);

g.setColor(Color.ORANGE);

g.drawString("Circle Inside Suare",290,110);

g.drawRect(290,10,80,80);

g.drawOval(290,10,80,80);

}

}