

## A Colorful House

Topic Course: CS473 Computer Graphics in Java

Due: January 23

10 points

Name \_\_\_\_\_

In this program project, we will learn to use the methods in Graphics and Color classes to write a Java **application** program to draw a house. The house should be painted. You are the designer of the house. So what the house looks like and what colors you want to use to paint the house are up to you. You need to use at least two functions from each of Graphics and Color classes.

Here is an example of a drawing:

