

```
import java.awt.*;

public class lab10 {

    public static void main(String[] args) {

        DrawingPanel panel = new DrawingPanel(500,500);

        Graphics g = panel.getGraphics();

        g.drawRect(110,50, 200,100);

        g.drawOval(110,200,200,100);

        g.drawString("gameover",130,80);

        g.drawString("you win",130,230);

    }

}
```