

graphic

```
import java.applet.*;
import java.awt.*;
import java.lang.*;
public class graphic extends Applet
{
    int x,y,w;
    void slep()
    {
        try
        {
            Thread.sleep(200);
        }
        catch(Exception ex)
        {
        }
    }
    public void init()
    {
        y=30;
        x=20;
    }
    public void paint(Graphics g)
    {
        setBackground(Color.red);
        w=getWidth();
        Color c1=new Color(20,160,200);
```

```

                                graphic
Color c2=new Color(200,60,200);
g.setColor(c1);
g.drawLine(0,y+75,w,y+75);
g.setColor(c2);
g.fillRoundRect(x,y+20,100,40,5,5);
g.fillArc(x+90,y+20,20,40,270,180);
g.setColor(c1);
g.fillRoundRect(x+10,y,70,25,10,10);
g.setColor(Color.white);
g.fillRect(x+20,y+5,20,25);
g.fillRect(x+50,y+5,20,25);
g.setColor(Color.black);
g.fillRoundRect(x+55,y+10,10,20,10,10);
g.fillOval(x+10,y+50,25,25);
g.fillOval(x+60,y+50,25,25);
g.setColor(Color.white);
g.fillOval(x+15,y+55,10,10);
g.fillOval(x+65,y+55,10,10);
x=x+10;
slep0;
if(x+100<w)
{
                                repaint();
}
else
{
repaint();
x=20;

```

graphic

```
y=y+30;  
}
```

```
}  
}
```