

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large triangle roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (5,17,254) and 1 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable triangle is fine.

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large X roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (225,13,11) and 2 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable X is fine.

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large + roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (225,13,11) and 3 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable + is fine.

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large + roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (5,17,254) and 4 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable + is fine.

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large + roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (7,240,3) and 5 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable + is fine.

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large triangle roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (7,240,3) and 6 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable triangle is fine.

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large X roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (5,17,254) and 7 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable X is fine.

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large X roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (7,240,3) and 8 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable X is fine.

Consider the following code in canvas.h.

```
#  
class Canvas : public Gtk::DrawingArea {  
    protected:  
        bool on_draw(const Cairo::RefPtr<Cairo::Context>& cr) override;  
};
```

Write Canvas::on_draw (which overrides Gtk::DrawingArea::on_draw) such that the main window displays a large triangle roughly 100 x 100 pixels in overall size.

Make the lines of RGB color (225,13,11) and 9 pixels wide.

Don't waste time getting the shape or size exactly right - a rough but clearly recognizable triangle is fine.