

```
import java.awt.*;
import java.applet.*;

public class Applet1 extends Applet
{
    public void paint(Graphics g)
    {
        g.drawOval(40, 40, 120, 150); //head
        g.drawOval(57, 75, 30, 20); //lefteye
        g.drawOval(110, 75, 30, 20); //righteye
        g.fillOval(68, 81, 10, 10); //pupil(lefteye)
        g.fillOval(121, 81, 10, 10); //pupil(righteye)
        g.drawOval(85, 100, 30, 30); //nose
        g.fillArc(60,125,80,40,180,180); //mouth
        g.drawOval(25, 92, 15, 30); //leftear
        g.drawOval(160, 92, 15, 30); //rightear
    }
}
```

