import java.awt.\*;

import java.awt.event.\*;

import javax.swing.\*;

// This code is responsible for displaying the model/shape

public class DisplayPanel extends JPanel {

private int[][] facesX;

private int[][] facesY;

private int width;

private int height;

public DisplayPanel(int[][] fX, int[][] fY) {

facesX = fX;

facesY = fY;

setPreferredSize(new Dimension(800, 800));

}

// Display the image

public void paintComponent(Graphics g) {

super.paintComponent(g);

for (int i=0; i<facesX.length; i++) {

g.setColor(Color.gray);

g.fillPolygon(facesX[i], facesY[i], 3);

g.setColor(Color.black);

g.drawPolygon(facesX[i], facesY[i], 3);

}

}

}