**M3HW – Java Graphics**

In this assignment we’ll use one more graphics library – this time going back to Java.

**Background reading:**

<https://books.trinket.io/thinkjava/appendix-b.html>

The Appendix B above provides a good amount of information to get started. You’ll need to look up the “Java Canvas” API (Application Programming Interface) to learn how to use this library enough to complete all the questions, though.

Java Canvas uses absolute positioning on an x y axis, so laying out your images will work very differently from turtle graphics, which use relative positioning.

**Instructions**

For each question, you should write a separate Java program. You can build these in NetBeans, or write them in a text editor and use the **javac** and **java** programs to compile and run them. (Trinket isn’t able to handle Java canvas graphics, unfortunately.)

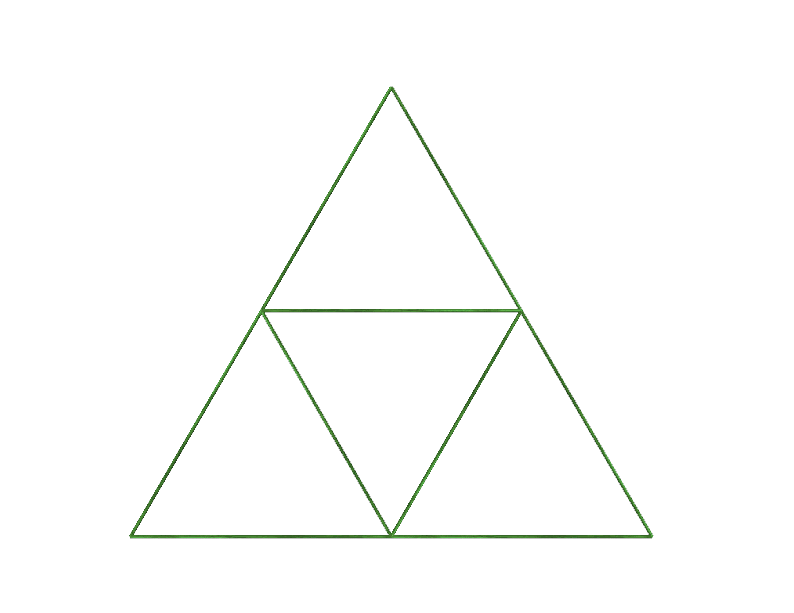
**Question 1**

Create a new canvas with a circle inside a square.

**Question 2**

Write a method that draws a triangle at the selected X Y coordinates.

Then, call the method three times to draw a “triforce”. If you’re not familiar with this, here’s an example:



**Question 3**

Write a method for each of the letters H, E, L, and O. Each should draw the selected letter using line graphics at the selected X Y coordinates.

Then call those methods to write H E L L O on a canvas.

**Extra Credit:** Add the additional methods needed to instead write

**H E L L O**

**W O R L D**