

```
import java.swing.JComponent;
```

```
@SuppressWarnings("serial")  
public class Shape extends JComponent {  
    int width, height; //to adjust box sizes
```

```
    //constructor
```

```
    public Shape(int w, int h) {  
        this.width = w;  
        this.height = h;  
    }
```

```
    //and method which will be called on update of  
    frame
```

```
    public void paintComponent(Graphics g) {  
        //casting to G2D  
        Graphics2D g2d = (Graphics2D) g;  
        //and our rectangle  
        Rectangle rect = new Rectangle(5, 10, width,  
height);  
        g2d.draw(rect);  
  
    }  
}
```