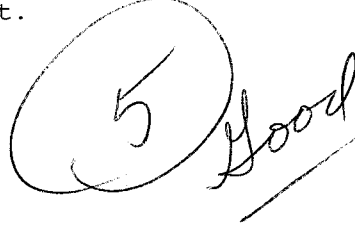
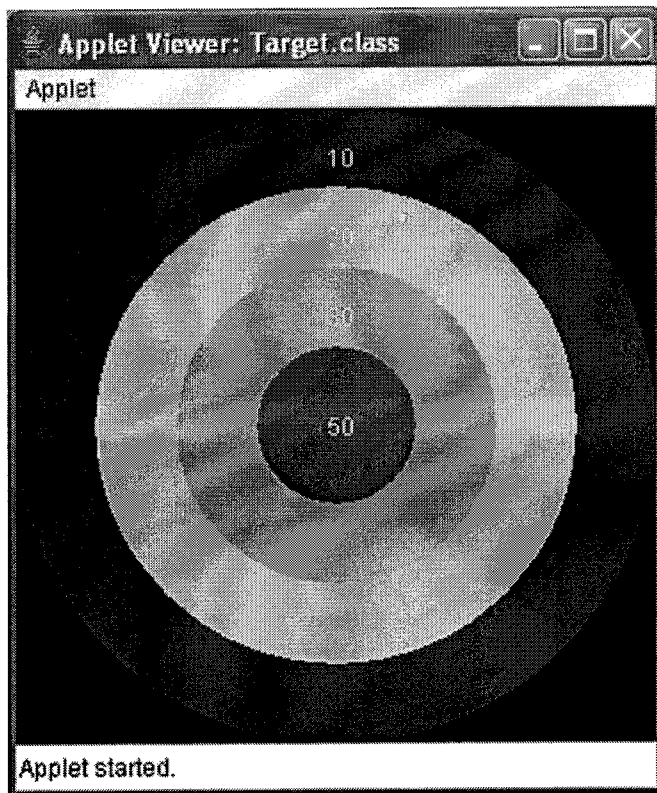


```
/*
 * Chris Tjon Wed 4pm Ex. 3.5 - Target
 *
 * Draw a target and place inside a rectangle.  Additionally,
 * present values for each ring on the target.
 */
import java.awt.*;
import java.applet.Applet;

public class Target extends Applet
{
    public void paint(Graphics g)
    {
        g.setColor(Color.black);
        g.fillRect(0, 0, 320, 320);
        g.setColor(Color.blue);
        g.fillOval(0, 0, 320, 320); // Outer Ring
        g.setColor(Color.orange);
        g.fillOval(40, 40, 240, 240); // Second Ring
        g.setColor(Color.cyan);
        g.fillOval(80, 80, 160, 160); // Third Ring
        g.setColor(Color.red);
        g.fillOval(120, 120, 80, 80); // Inner Ring
        g.setColor(Color.white);

        g.drawString("10", 155, 30); // Label for "10"
        g.drawString("20", 155, 70); // Label for "20"
        g.drawString("30", 155, 110); // Label for "30"
        g.drawString("50", 155, 165); // Label for "50"
    }
}
```





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