```java
import java.awt.Graphics;
import java.applet.Applet;
import java.awt.Color;
public class Pacman extends Applet{
    public void paint(Graphics g){
        // draw maze
        g.setColor(Color.black);
        g.fillRect(0,0,800,600);
        g.setColor(Color.cyan);
        g.fillRect(0,80,800,20);
        g.fillRect(0,500,800,20);

        // draw 3 snacks
        g.setColor(Color.white);
        g.fillOval(500,260,80,80);
        g.fillOval(600,260,80,80);
        g.fillOval(700,260,80,80);

        // draw PAC-MAN
        g.setColor(Color.yellow);
        g.fillArc(250,150,300,300, 45,270);
        g.setColor(Color.white);
    }
}
```