

## CaptainAmericaShield.java

```
1  import javax.swing.JFrame;
2  import javax.swing.JPanel;
3  import java.awt.Color;
4  import java.awt.Graphics;
5
6  public class CaptainAmericaShield extends JPanel {
7      public void paintComponent(Graphics g) {
8          super.paintComponent(g);
9
10         int width = getWidth();
11         int height = getHeight();
12
13         // Draw red and white interleaved circles with increased size
14         for (int i = 0; i < 5; i++) {
15             if (i % 2 == 0) {
16                 g.setColor(Color.RED);
17             } else {
18                 g.setColor(Color.WHITE);
19             }
20             // Increase the size of the circles
21             g.fillOval(25 + 30 * i, 25 + 30 * i, width - 50 - 60 * i, height - 50 - 60 * i);
22         }
23
24         // Draw blue inner circle
25         g.setColor(Color.BLUE);
26         g.fillOval(width / 2 - 75, height / 2 - 75, 150, 150);
27
28         // Draw white star
29         g.setColor(Color.WHITE);
30         int[] starX = { width / 2, width / 2 + 15, width / 2 + 50, width / 2 + 20, width / 2
+ 35, width / 2,
31             width / 2 - 35, width / 2 - 20, width / 2 - 50, width / 2 - 15 };
32         int[] starY = { height / 2 - 50, height / 2 - 15, height / 2 - 15, height / 2,
height / 2 + 35, height / 2 + 15,
33             height / 2 + 35, height / 2, height / 2 - 15, height / 2 - 15 };
34         g.fillPolygon(starX, starY, 10);
35     }
36
37     public static void main(String[] args) {
38         JFrame frame = new JFrame("Captain America Shield");
39         CaptainAmericaShield panel = new CaptainAmericaShield();
40         frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
41         frame.add(panel);
42         frame.setSize(400, 400);
43         frame.setVisible(true);
44     }
45 }
46
```