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Java Graphics Test

```
1  import java.awt.Color;
2  import java.awt.Graphics;
3
4  import javax.swing.JFrame;
5  import javax.swing.JPanel;
6
7  public class graphics extends JPanel {
8
9      public static void main(String[] args) {
10         JFrame frame = new JFrame();
11         frame.setSize(500, 500);
12         frame.add(new graphics());
13         frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
14         frame.setVisible(true);
15     }
16
17     public void paint(Graphics g) {
18         g.setColor (Color.black);
19         for(int i =0;i<10;i++)
20         {
21             g.drawOval (250-(i*5), 250-(i*5), 50+(i*10), 50+(i*10));
22         }
23     }
24 }
25
```

