import java.awt.\*;

import java.applet.Applet;

/\*

<applet code="CharGen.class" height=300 width=450>

</applet>

\*/

public class CharGen extends Applet

{

public void paint(Graphics g)

{

int v[][]={

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{0,1,1,0,0,0,0,1,1,0},

{0,0,1,1,0,0,1,1,0,0},

{0,0,0,1,1,1,1,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

};

int i[][]={

{1,1,1,1,1,1,1,1,1,1},

{1,1,1,1,1,1,1,1,1,1},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{1,1,1,1,1,1,1,1,1,1},

{1,1,1,1,1,1,1,1,1,1},

};

int v[][]={

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{0,1,1,0,0,0,0,1,1,0},

{0,0,1,1,0,0,1,1,0,0},

{0,0,0,1,1,1,1,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

};

int i[][]={

{1,1,1,1,1,1,1,1,1,1},

{1,1,1,1,1,1,1,1,1,1},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{1,1,1,1,1,1,1,1,1,1},

{1,1,1,1,1,1,1,1,1,1},

};

int a[][]={

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,1,1,1,1,0,0,0},

{0,0,1,1,0,0,1,1,0,0},

{0,1,1,0,0,0,0,1,1,0},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,1,1,1,1,1,1,1,1},

{1,1,1,1,1,1,1,1,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

};

int a[][]={

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,1,1,1,1,0,0,0},

{0,0,1,1,0,0,1,1,0,0},

{0,1,1,0,0,0,0,1,1,0},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,1,1,1,1,1,1,1,1},

{1,1,1,1,1,1,1,1,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

};

for(int m=0;m<14;m++)

{

for(int n=0;n<10;n++)

{

if(f[m][n]==1)

g.drawLine(100+n,100+m,100+n,100+m);

}

}

for(int m=0;m<14;m++)

{

for(int n=0;n<10;n++)

{

if(l[m][n]==1)

g.drawLine(140+n,100+m,140+n,100+m);

}

}

for(int m=0;m<14;m++)

{

for(int n=0;n<10;n++)

{

if(e[m][n]==1)

g.drawLine(180+n,100+m,180+n,100+m);

}

}

for(int m=0;m<14;m++)

{

for(int n=0;n<10;n++)

{

if(v[m][n]==1)

g.drawLine(220+n,100+m,220+n,100+m);

}

}

for(int m=0;m<14;m++)

{

for(int n=0;n<10;n++)

{

if(i[m][n]==1)

g.drawLine(260+n,100+m,260+n,100+m);

}

}

for(int m=0;m<14;m++)

{

for(int n=0;n<10;n++)

{

if(a[m][n]==1)

g.drawLine(300+n,100+m,300+n,100+m);

}

}

}

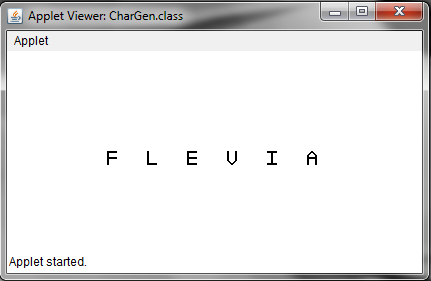
}

/\*

output:

D:\Flevia 30>javac CharGen.java

D:\Flevia 30>appletviewer CharGen.java



\*/