import java.awt.\*;

import java.applet.Applet;

/\*

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

</applet>

\*/

public class BitMap extends Applet

{

public void paint(Graphics g)

{

int gl[][]={

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

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

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

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

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

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

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

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

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

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

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

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

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

};

int l[][]={

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

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

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

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

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

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

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

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

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

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

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

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

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

};

int a[][]={

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

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

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

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

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

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

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

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

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

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

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

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

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

};

int nc[][]={

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

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

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

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

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

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

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

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

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

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

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

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

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

};

int c[][]={

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

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

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

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

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

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

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

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

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

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

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

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

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

};

int y[][]={

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

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

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

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

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

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

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

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

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

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

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

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

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

for(int m=0;m<13;m++)

{

for(int n=0;n<9;n++)

{

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

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

}

}

for(int m=0;m<13;m++)

{

for(int n=0;n<9;n++)

{

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

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

}

}

for(int m=0;m<13;m++)

{

for(int n=0;n<9;n++)

{

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

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

}

}

for(int m=0;m<13;m++)

{

for(int n=0;n<9;n++)

{

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

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

}

}

for(int m=0;m<13;m++)

{

for(int n=0;n<9;n++)

{

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

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

}

}

for(int m=0;m<13;m++)

{

for(int n=0;n<9;n++)

{

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

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

}

}

}

}

Setting environment for using Microsoft Visual Studio 2008 x86 tools.

C:\Program Files\Microsoft Visual Studio 9.0\VC>cd/

C:\Program Files\Microsoft Visual Studio 9.0\VC>d:

D:\>cd glancy

D:\glancy>javac BitMap.java

D:\glancy>appletviewer BitMap.java

