

**Lab Goal :** This lab was designed to teach you how to design and use classes, instantiate objects, and use graphic methods.

**Lab Description :** Write a program to create a unique shape using graphics, instance variables, constructors, and classes.

**Part One ::** Use the `Shape.java` file to create your own shape. Complete the `Shape` constructor and add code to the `draw` method to draw your own shape. Use `ShapePanel.java` and `GraphicsRunner.java` to test your `Shape` class. Be creative and come up with something really cool.

## Output :

### Files Needed ::

`Shape.java`  
`ShapePanel.java`  
`GraphicsRunner.java`

