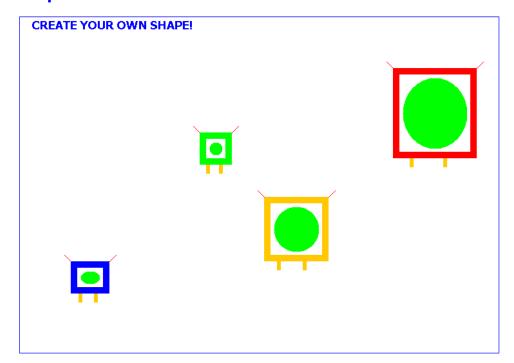
Lab Goal: This lab was designed to teach you how to design and use classes, instantiate objects, and use graphic methods.

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