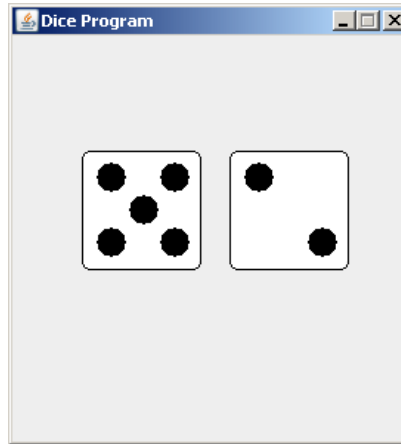# PROGRAMMING EXERCISES:
## DRAWING OVALS, ARCS AND POLYGONS

1. Create a program that draws two dice (a five and a two). You will need to use the **RoundRectangle2D.Double** and **Ellipse2D.Double** classes in order to draw the dice.

   Your program output should look something like this:

   Save the project as **Dice** in your UNIT 3 folder.

2. Use the **fillPolygon()** and **drawString()** methods to create a program that draws a stop sign in the middle of the screen as follows:
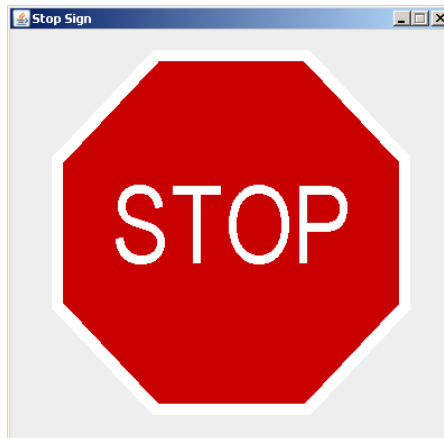
   Save the project as **Stop Sign** in your UNIT 3 folder.

3. Create a program that outputs the Rio 2016 title (which is an image file called **rio2016.png** which you can find in **Classroom Rosters**) and the Olympic rings.

Your program output should look something like this:

Save the project as **Olympics** in your UNIT 4 folder.