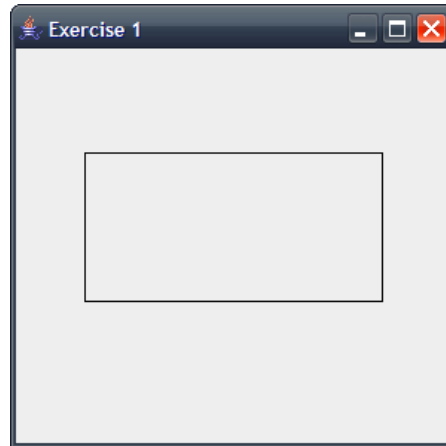


## PROGRAMMING EXERCISES: DRAWING LINES AND RECTANGLES

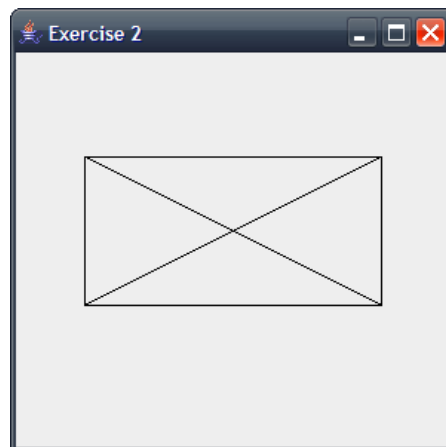
1. Create a program that draws four lines in the middle of the screen in the shape of a 200 x 100 pixel rectangle.

Your program output should look something like this:



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

2. Use the **Line2D.Double** and **Rectangle2D.Double** classes to create a program that draws the following 200 x 100 pixel flag. Make sure the flag is centred in the frame.



Save the project as **Lines and Rectangles** in your UNIT 4 folder.

3. Use the **Rectangle2D.Double** class to create a program that draws the Dominican Republic flag. The blue and red color codes for the flag are as follows:

BLUE: 0, 41, 132  
RED: 222, 16, 24



Be sure to use the **drawstring()** method to include the name of the country on top and the country's motto below the flag. To set the font of the text you will need to use the **setFont()** method as follows:

```
g.setFont(new Font("Britannic Bold", Font.BOLD, 36));
```

The parameters for setting a font are as follows:

PARAMETERS	EXAMPLES
FONT NAME	"Tahoma", "Times New Roman", etc.
FONT STYLE	Font.BOLD, Font.PLAIN, Font.ITALIC, Font.BOLD + Font.ITALIC
FONT SIZE	12pt, 18pt, 28pt, etc.

Save the project as **Dominican Republic** in your UNIT 4 folder.