Homework 10

Casey Sorrells

1) g.drawLine(100, 100, 300, 100);

2) g.drawRect(100, 100, 300, 100);

3) g.drawRect(100, 100, 200, 200);

4) g.drawOval(100, 100, 300, 100);

5) g.drawOval(100, 100, 200, 200);

6) g.drawLine(100, 100, 100, 100);

7) g.drawArc(100, 100, 200, 200, 0, 90);

8) g.drawPolygon(new int[]{100, 300, 200}, new int[]{100, 100, 300}, 3);

But I like this better:

int xpoints[] = {100, 300, 200};

int ypoints[] = {100, 100, 300};

g.drawPolygon(xpoints, ypoints, 3);

9) g.drawString("play", 100, 100);

10) g.setFont(new Font("Courier", Font.BOLD, 24));

g.drawString("hello", 100, 100);