

GFace

Implement the GFace class and try to have an output like the given. GFace class extends to GCompound. Its constructor takes a width and a height value. Head itself has that exact width and height. Every other component of the face defined in terms of percentages to either width or height (For example `EYE_WIDTH = 0.15` means GOval you used for eye will be 15/100 of the given width. Same for `LEFT_EYE_ORIGIN_WIDTH = 0.25` which means that origin of the left eye (center of the oval) will be at 1/4 of width, and so on). Nose is an isosceles.

