

Object Oriented Programming:

Assignment 2: Emoji Graphics

Choose one of the emoji's below to recreate using Java's graphics and *paintComponent* method as described in Chapter 2.

Feel free to utilize anything from the classes below.

Please be aware that the more accurate and complex the emoji is the higher your grade will be.



Graphics object

<https://docs.oracle.com/javase/10/docs/api/java/awt/Graphics.html> - don't use drawImage, otherwise feel free to draw polygon, rectangle... etc.

Color class:

<https://docs.oracle.com/javase/8/docs/api/java/awt/Color.html>

RGBA color model:

https://en.wikipedia.org/wiki/RGBA_color_model