**Programmeren Tekenen**

**Opdracht 3.5 (Gelijk benige driehoek)**

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\*/

package tekenen;

import javax.swing.\*;

import java.awt.\*;

/\*\*

\*

\* @author Mko98

\*/

public class TekenPaneel extends JPanel {

public TekenPaneel() {

this.setBackground(Color.yellow);

}

public void paintComponent(Graphics g) {

super.paintComponent(g);

g.drawLine(89, 300, 400, 300);

g.drawLine(89, 300, 244, 69);

g.drawLine(400, 300, 244, 69);

}

}

**Opdracht 3.6 (Huisje)**

/\*

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\*/

package tekenen;

import javax.swing.\*;

import java.awt.\*;

/\*\*

\*

\* @author Mko98

\*/

public class TekenPaneel extends JPanel {

public TekenPaneel() {

this.setBackground(Color.yellow);

}

public void paintComponent(Graphics g) {

super.paintComponent(g);

g.drawLine(175, 250, 325, 250);

g.drawLine(175, 250, 175, 150);

g.drawLine(325, 250, 325, 150);

g.drawLine(175, 150, 325, 150);

g.drawLine(175, 150, 250, 100);

g.drawLine(325, 150, 250, 100);

}

}

**Opdracht 3.7 (vlag 3 kleuren)**

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\*/

package tekenen;

import javax.swing.\*;

import java.awt.\*;

/\*\*

\*

\* @author Mko98

\*/

public class TekenPaneel extends JPanel {

public TekenPaneel() {

this.setBackground(Color.yellow);

}

public void paintComponent(Graphics g) {

super.paintComponent(g);

g.setColor(Color.red);

g.fillRect(125, 50, 250, 90);

g.setColor(Color.white);

g.fillRect(125, 140, 250, 90);

g.setColor(Color.blue);

g.fillRect(125, 230, 250, 90);

}

}