

Chapter 4, #19 – 81 squares:

```
import java.awt.*;
import java.awt.geom.*;
import com.programwithjava.basic.DrawingKit;

public class Squares {
    public static void main(String[] args) {
        DrawingKit dk = new DrawingKit("Squares");
        int x = 10, y = 30, width = 20, height = 20, separateDistance = 10;

        for (int numberOfSquares = 1; numberOfSquares <= 9; numberOfSquares++) {
            for (int i = 1; i <= 9; i++) {
                Rectangle2D.Float rect_same = new Rectangle2D.Float (x, y, width, height);
                dk.draw(rect_same);
                y+=(width + separateDistance);
            }
            y = 30; // reset value to initial
            x+=(height + separateDistance);
        }
    }
}
```

