**8) Write a Java Program to create Lamp using applet.**

**Program :-**

import java.awt.\*;

public class Lamp extends java.applet.Applet

{

public void paint(Graphics g)

{

//the lamp platform

g.fillRect(0,250,290,290);

//the base of the lamp

g.drawLine(125,250,125,160);

g.drawLine(175,250,175,160);

//the lamp shade,top and bottom edges

g.drawArc(85,157,130,50,-65,312);

g.drawArc(85,87,130,50,62,58);

//lamp shades,sides

g.drawLine(85,177,119,89);

g.drawLine(215,177,181,89);

//dots on the shade

g.fillArc(78,120,40,40,63,-174);

g.fillOval(120,96,40,40);

g.fillArc(173,100,40,40,110,180);

}

}

**Output :-**

