

```

/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package awt;
import java.awt.*;
import java.awt.event.WindowAdapter;
import java.awt.event.WindowEvent;
class mycanvas extends Canvas
{
    public mycanvas()
    {
        setBackground(Color.GRAY);
        setSize(400,300);
    }
    public void paint(Graphics g)
    {
        g.setColor(Color.red);
        g.drawRect(100,100,200,300);
    }
}
public class cnavas {
cnavas()
{
    Frame f =new Frame("Canvas Show");
    f.addWindowListener(new WindowAdapter(){
        public void windowClosing(WindowEvent e) {
            f.dispose();
        }
    });

    f.setLayout(null);
    f.add( new mycanvas());
    f.setSize(400,500);
    f.setVisible(true);
}

    public static void main(String[] args) {
        cnavas can=new cnavas();
    }
}

```