**Exp.No:10.** Write a Java program to draw oval, rectangle, line, text using graphics class.

**Source Code:**

**import** java.applet.\*;

**import** java.awt.\*;

**public** **class** DrawShapes **extends** Applet

{

**public** **void** paint(Graphics g)

{

g.drawLine(20, 20, 500, 20);

g.drawRect(20, 40, 200, 40);

g.fillRect(300, 40, 200, 40);

g.drawRoundRect(20, 100, 200, 40, 10, 10);

g.fillRoundRect(300, 100, 200, 40, 10, 10);

g.setColor(Color.***RED***);

g.drawOval(20, 160, 200, 100);

g.fillOval(300, 160, 200, 100);

}

}

/\*

<applet code="GApplet" height="500" width="700" border="1">

</applet>

\*/