import java.awt.\*;

import java.applet.Applet;

/\*

<applet code="NewApplet" width=300 height=300></applet>

\*/

public class NewApplet extends Applet {

public void paint(Graphics g){

g.drawOval(10,10,50,100);

g.drawString("Oval",25, 130);

g.drawRect(70,70,70,70);

g.drawString("Rectangle",80, 160);

g.drawLine(70,30,200,30);

g.drawString("line",120, 50);

g.drawString("it is demo of various graphics objects",40, 200);

}

}