

import java.awt.\*;

import java.applet.\*;

import java.awt.Color;

import java.awt.Graphics;

public class ComputerGraphics extends Applet {

public void paint(Graphics g){

//scene

g.setColor(new Color(228, 218, 186));

g.fillRect(0, 0, 282, 179);

//House Roof

g.setColor(new Color(127, 127, 127));

int[] xPoints = {96, 142, 142, 101};

int[] yPoints = {62, 17,29, 67};

int zPoints = 4;

g.fillPolygon(xPoints, yPoints, zPoints);

g.setColor(new Color(127, 127, 127));

int[] x1Points = {181, 142, 142, 186};

int[] y1Points = {67, 29,17, 63};

int z1Points = 4;

g.fillPolygon(x1Points, y1Points, z1Points);

// Top Roof Pillar

g.drawLine(106,63,106, 90);

g.setColor(Color.BLACK);

g.drawLine(177,64,177, 90);

g.setColor(Color.BLACK);

g.drawLine(106,90,177, 90);

g.setColor(Color.BLACK);

//window

g.setColor(Color.black);

g.fillRect(129, 57, 24, 20);

g.setColor(new Color(112, 146, 190));//light blue

g.fillRect(131, 58, 10, 19);

g.setColor(new Color(112, 146, 190));

g.fillRect(142, 58, 10, 19);

g.setColor(new Color(72, 0, 0));//dark brown

g.fillRect(128, 77, 27, 3);

//Main roof

g.setColor(new Color(127, 127, 127));

int[] aPoints = {76, 57, 76};

int[] bPoints = {78, 108, 108};

int cPoints = 3;

g.fillPolygon(aPoints, bPoints, cPoints);

g.setColor(new Color(127, 127, 127));

int[] ePoints = {207, 227, 207};

int[] fPoints = {78, 108, 108};

int gPoints = 3;

g.fillPolygon(ePoints, fPoints, gPoints);

// set Color for Down Roof

g.setColor(new Color(127, 127, 127));

g.fillRect(76, 78, 131, 29);

//front roof

g.setColor(new Color(200, 191, 231));

int[] iPoints = {98, 106, 106};

int[] jPoints = {102, 88, 102};

int kPoints = 3;

g.fillPolygon(iPoints, jPoints, kPoints);

g.setColor(new Color(200, 191, 231));

int[] lPoints = {186, 177, 177};

int[] mPoints = {102, 88, 102};

int nPoints = 3;

g.fillPolygon(lPoints, mPoints, nPoints);

g.setColor(new Color(200, 191, 231));

g.fillRect(106, 88, 71, 14);

//House front

g.setColor(Color.white);

g.fillRect(106, 102, 71, 79);

//House door

g.setColor(Color.black);

g.fillRect(114, 111, 22, 41);

g.setColor(new Color(185, 122, 87));//light brown

g.fillRect(116, 113, 18, 37);

//window

g.setColor(Color.black);

g.fillRect(147, 111, 21, 17);

g.setColor(new Color(112, 146, 190));//light blue

g.fillRect(149, 112, 8, 16);

g.setColor(new Color(112, 146, 190));

g.fillRect(158, 112, 8, 16);

g.setColor(new Color(72, 0, 0));//dark brown

g.fillRect(144, 128, 27, 3);

//Left side of Main House

g.setColor(Color.white);

g.fillRect(67, 107, 38, 45);

//window at left side

g.setColor(new Color(86, 53, 35));

g.fillRect(72, 111, 26, 3);

g.setColor(Color.black);

g.fillRect(72, 117, 27, 27);

g.setColor(new Color(112, 146, 190));//light blue

g.fillRect(74, 117, 11, 11);

g.setColor(new Color(112, 146, 190));

g.fillRect(88, 117, 11, 11);

g.setColor(new Color(112, 146, 190));

g.fillRect(74, 132, 11, 10);

g.setColor(new Color(112, 146, 190));

g.fillRect(88, 132, 9, 10);

//Right side of Main House

g.setColor(Color.white);

g.fillRect(179, 108, 37, 43);

g.setColor(new Color(86, 53, 35));

g.fillRect(183, 112, 28, 3);

//window at right side

g.setColor(Color.black);

g.fillRect(184, 117, 27, 27);

g.setColor(new Color(112, 146, 190));//light blue

g.fillRect(185, 117, 10, 11);

g.setColor(new Color(112, 146, 190));//light blue

g.fillRect(198, 117, 11, 11);

g.setColor(new Color(112, 146, 190));//light blue

g.fillRect(185, 132, 11, 10);

g.setColor(new Color(112, 146, 190));//light blue

g.fillRect(199, 132, 10, 10);

//Bars at House Front

g.setColor(new Color(86, 53, 35));// Deep Brown

g.fillRect(106, 151, 71, 5);

g.setColor(new Color(86, 53, 35));// Deep Brown

g.fillRect(178, 151, 38, 5);

g.setColor(new Color(86, 53, 35));// Deep Brown

g.fillRect(68, 151, 38, 5);

g.setColor(new Color(86, 53, 35));// Deep Brown

g.fillRect(217, 146, 7, 10);

g.setColor(new Color(86, 53, 35));// Deep Brown

g.fillRect(217, 138, 7, 8);

g.setColor(new Color(86, 53, 35));// Deep Brown

g.fillRect(57, 138, 6, 18);

//Trees

g.setColor(new Color(181,230,29)); //Light Green

int[] oPoints = {74, 59, 95};

int[] pPoints = {139, 157, 157};

int qPoints = 3;

g.fillPolygon(oPoints, pPoints, qPoints);

//Left Tree

g.setColor(new Color(181,230,29)); //Light Green

int[] rPoints = {57, 44, 66};

int[] sPoints = {108, 138, 138};

int tPoints = 3;

g.fillPolygon(rPoints, sPoints, tPoints);

//Right Tree

g.setColor(new Color(181,230,29)); //Light Green

int[] uPoints = {223, 211, 235};

int[] vPoints = {107, 137, 137};

int wPoints = 3;

g.fillPolygon(uPoints, vPoints, wPoints);

//Ground Floor

g.setColor(new Color(227, 209, 121));// Light Brown

g.fillRect(43, 158, 52, 10);

g.setColor(new Color(227, 209, 121));// Light Brown

g.fillRect(95, 158, 144, 10);

}

}