The code for the program and the graphics display of program challenge.
// first program is bunny graphic
// second program is building
Program 1 - Bunny by Vincent Nguyen

```java
import java.awt.Font;
import java.awt.Color;
/**
 * Description
 * _____
 * The first program is a bunny and since my name starts with N,
 * The bunny is in the top right most quadrant
 *
 * The second program is a building made out of rectangles
 * _____
 * @author Vincent Nguyen
 * @version 9/29/24
 */
//Template we will start with
public class programChallengeLoops1
{
    public static void main(String[] args)
    {

    }

    public static void bunnyByVincent()
    {
        // Setup Graphics screen
        Draw scr = new Draw();
        Color gween = new Color(0, 102, 0);
        scr.clear(gween); // background
        scr.setTitle("Bunny by Vincent Nguyen");
        Font fntName = new Font("Serif",Font.BOLD, 40);
        scr.setXscale(0, 400);
        scr.setYscale(400, 0);

        // Name in the middle
        scr.setFont(fntName);
        scr.setPenColor(Draw.RED);
```

I imported the color class so I can get a more accurate to the picture.

Import java.awt.Color;

```
35          scr.text(200, 200, "Bunny by Vincent Nguyen", 90);
36
37          // Bunny
38          // Ears (looks like two ellipses)
39          int xPos = 270, yPos = 60;
40          Color lightPink = new Color(255, 209, 220);
41          scr.setPenColor(lightPink); // Ear color
42          scr.filledEllipse(xPos     , yPos, 15, 50); // Left Ear
43          scr.filledEllipse(xPos + 60, yPos, 15, 50); // Right Ear
44          scr.setPenColor(Draw.YELLOW);
45          scr.filledEllipse(xPos     , yPos + 5, 10, 45); // Left in
46          scr.filledEllipse(xPos + 60, yPos + 5, 10, 45); // Right i
```

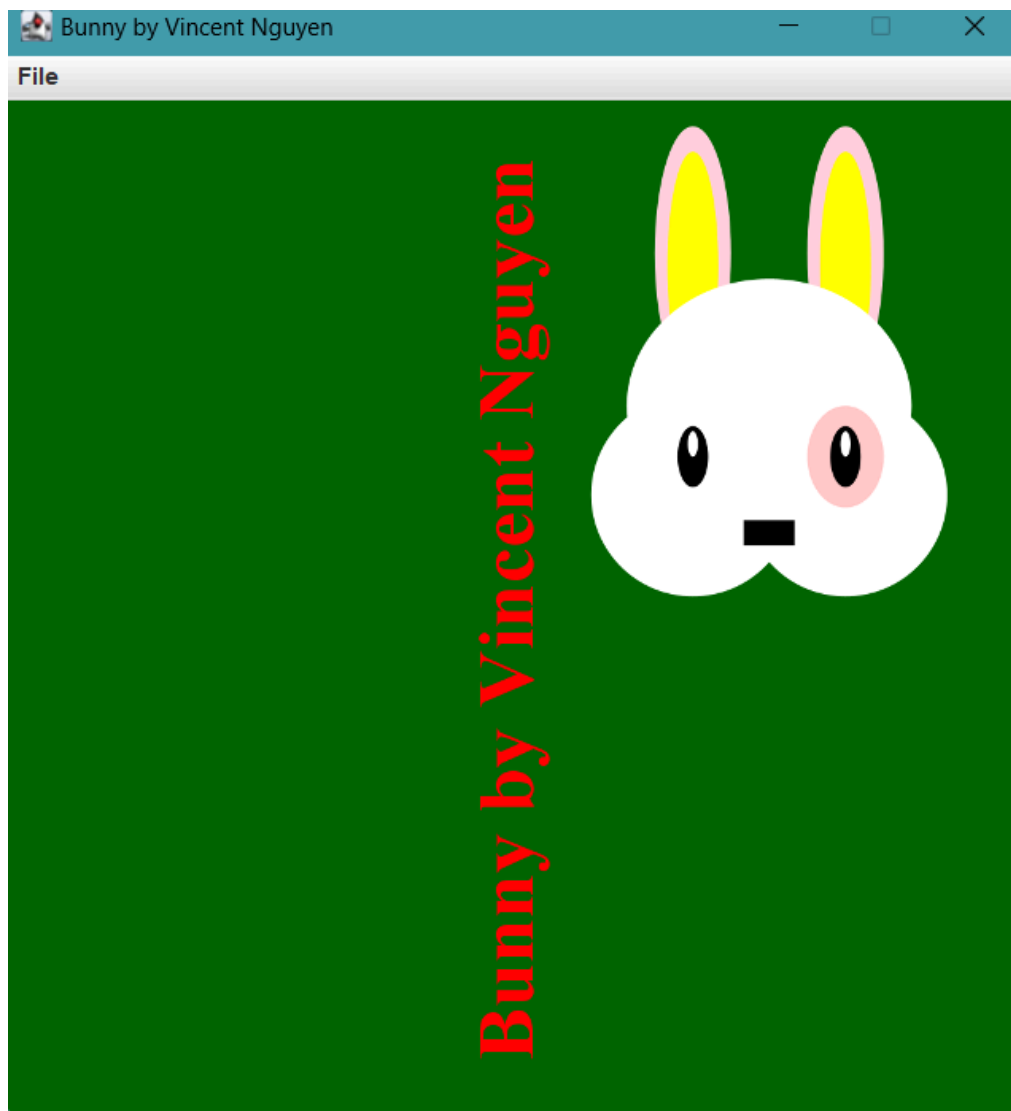I started with ears as I saw that they got overlapped by the face.

The hardest part for me was finding how big to make each of the shapes, but after trial and error and using the graph given I was able to make it as accurate as possible.

```
47
48          // Head and Cheeks
49          xPos = 300;
50          yPos = 120;
51          scr.setPenColor(Draw.WHITE);
52          scr.filledEllipse(xPos, yPos, 56, 50); // forehead
53          scr.filledCircle(xPos - 30, yPos + 35, 40); // Left Cheek
54          scr.filledCircle(xPos + 30, yPos + 35, 40); // Right Cheek
55
56          // Eyes, pink eye spot, and pupils
57          xPos = 270;
58          yPos = 140;
59          Color pinkEye = new Color(255, 200, 200);
60          scr.setPenColor(pinkEye);
61          scr.filledEllipse(xPos + 60, yPos, 15, 20); // Right Eye shad
62          scr.setPenColor(Draw.BLACK);
63          scr.filledEllipse(xPos     , yPos, 6, 12); // Left Eye
64          scr.filledEllipse(xPos + 60, yPos, 6, 12); // Right Eye
```

After doing the face I realized I could do the rest of the face. So I started with the more complicated portion and that was the eyes, pupils, and the eye shadow.

```
65    // pupils
66    scr.setPenColor(Draw.WHITE);
67    scr.filledEllipse(xPos     , yPos - 5, 2, 5); // left pupil
68    scr.filledEllipse(xPos + 60, yPos - 5, 2, 5); // right pupil
69
70    // Mouth
71    xPos = 300;
72    yPos = 170;
73    scr.setPenColor(Draw.BLACK);
74    scr.filledRectangle(xPos, yPos, 10,5); // mouth
```

Graphics display of Bunny by Vincent Nguyen
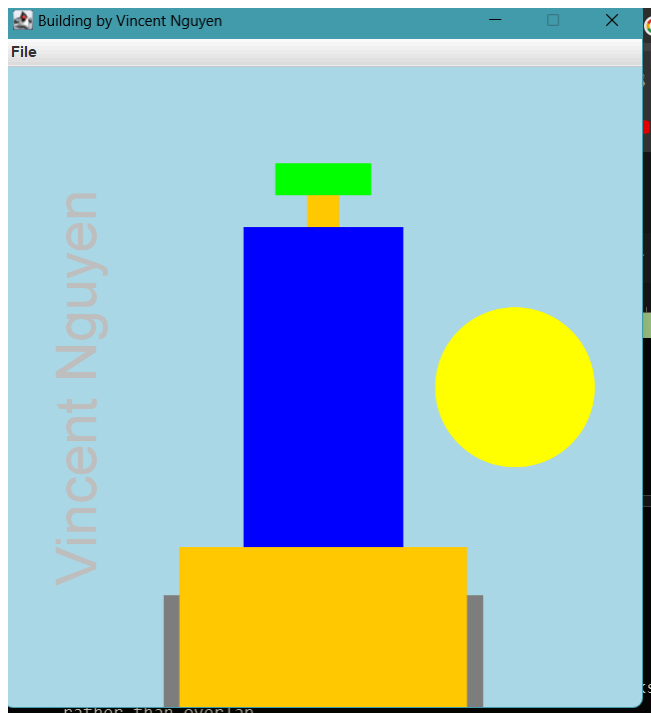
Program 2 - Building with different colors

```java
78   public static void building()
79   {
80       // Graphics screen setup
81       Draw scr = new Draw();
82       Color lightBlue = new Color(51, 204, 255);
83       scr.clear(lightBlue);
84       scr.setXscale(0,400);
85       scr.setYscale(400,0);
86       scr.setTitle("Building by Vincent Nguyen");
87
88       // Large name for graphics screen
89       Font bigName = new Font("Helvetica", Font.PLAIN, 45);
90       scr.setFont(bigName);
91       Color faveColor = new Color(0, 255, 51);
92       scr.setPenColor(faveColor);
93       scr.text(50, 200, "Vincent Nguyen", 90);
94
95       // Sun
96       int xPos = 320, yPos = 200;
97       scr.setPenColor(Draw.YELLOW);
98       scr.filledCircle(xPos, yPos, 50);
99
100      // The building - I started from the bottom to the top
101      // width part of base
102      // + goes up - goes down
103      xPos = 200; yPos = 360;
104      Color turd = new Color(102, 51, 0);
105      scr.setPenColor(turd);
106      scr.filledRectangle(xPos, yPos + 5, 100, 35);
107
108      // big foundation of building
109      //scr.setPenColor(Draw.ORANGE);
110      scr.filledRectangle(xPos, yPos - 10, 90, 50);
111
```

```
112        // Middle block of building
113        xPos = 200; yPos = 180;
114        //scr.setPenColor(Draw.BLUE);
115        scr.filledRectangle(xPos, yPos + 20, 50, 100);
116
117        // 2nd block from top
118        xPos = 200; yPos = 90;
119        //scr.setPenColor(Draw.GREEN);
120        scr.filledRectangle(xPos, yPos, 30, 10);
121
122        // top block
123        xPos = 200; yPos = 70;
124        //scr.setPenColor(Draw.ORANGE);
125        scr.filledSquare(xPos, yPos, 10);
126    }
```

I commented out the test colors because I wanted the blocks to fit perfectly
rather than overlap, but this is what it looked like with different colors

I fixed the top and made it one color to fit the original scheme of example