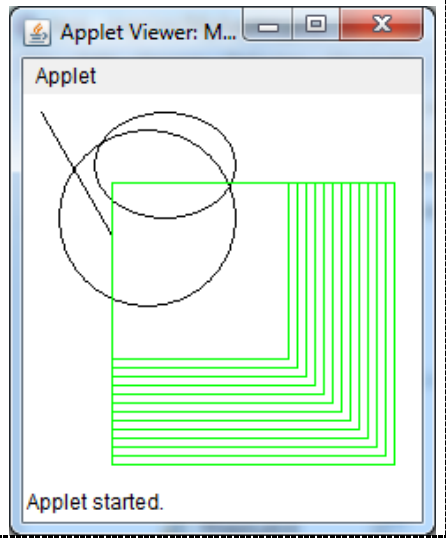
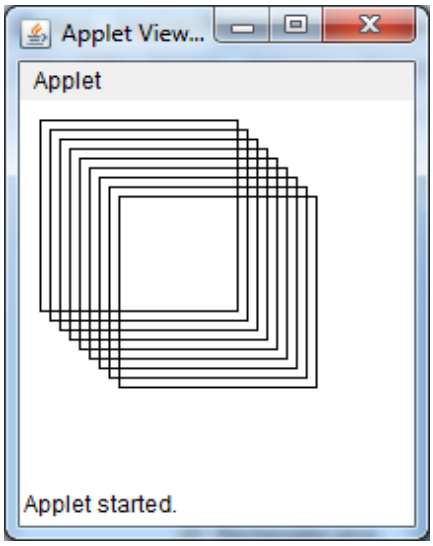
Task 1: Implement this code and see how it works?

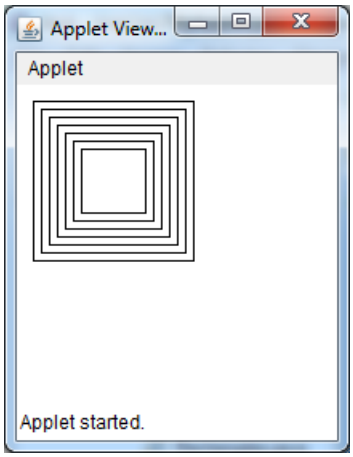
```
import java.awt.*;
import javax.swing.*;
class SampleApplet extends JApplet{
  public void paint(Graphics g){
    g.drawLine(10, 10, 50, 80);
    g.drawOval(20, 20, 100, 100);
    g.drawOval(40, 10, 80, 60);
    int n;
    g.setColor(Color.GREEN);
    for (n=100;n<=160;n=n+5)
      g.drawRect(50, 50, n, n);
  }
}
//Output should be like as shown?
```



Task 2: Write applet to draw figure like shown?

Hint: Write a loop inside increase x1, y1 and keep width & height constant.





Task 3: Write applet to draw figure like shown?

Hint: Write a loop inside increase x1, y1 and decrease width, height. The decrement should be double than increment.

Task 4: Extend task 2 to show rectangle moving?
Hint: Draw rectangle twice with same parameters by changing color to foreground and background. Do any increment/ decrement after both drawings. Give delay to show movement.

Task 4: Complete methods in applet to draw moving cart?
Hint: Draw an horizontal line starting form x,y. Draw two circles using ***drawOval*** method.


```
public class Cart extends JApplet {
  Color bkColor=Color.WHITE;
  Color frColor=Color.BLACK;
  public void init(){
    setSize(400, 100);
  }
  public void drawCart(int x, int y, Graphics g){
    ...
  }
  public void removeCart(int x, int y, Graphics g){
    ...
  }
```

```
  public void paint(Graphics g){
    int x=50;
    for ( ; x<=300;x=x+10){
      drawCart(x,50,g);
      try{
        Thread.sleep(100);
      }catch (Exception e){}
      removeCart(x,50,g);
    }
  }
}
```