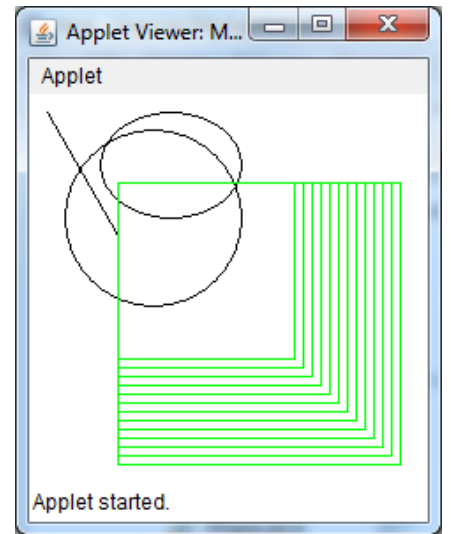


Task 1: Implement this code and see how it works?

```
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?
```

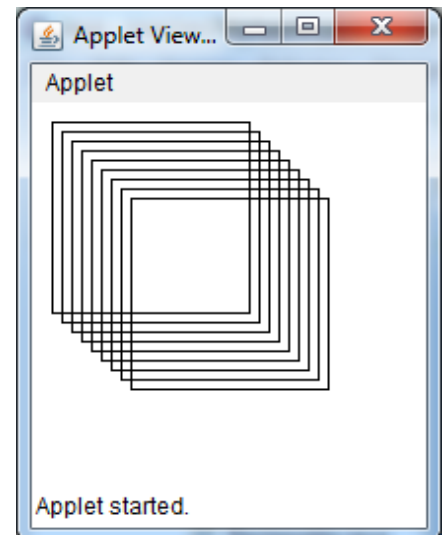


Task 2: Write applet to draw figure like shown?

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

Code inside paint method:

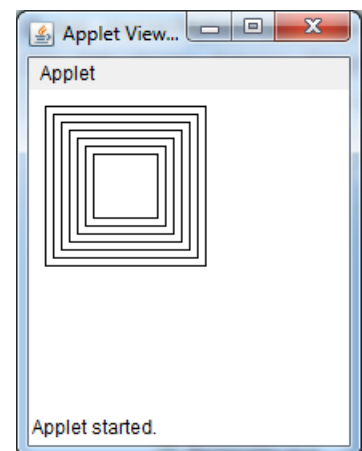
```
int x1=10,y1=10, width=100, height=100;
while (x1<=50){
    g.drawRect(x1, y1, width, height);
    x1=x1+5;y1=y1+5;
}
```



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.

```
int x1=10,y1=10, width=100, height=100;
while (x1<=50){
    g.drawRect(x1, y1, width, height);
    x1=x1+5;y1=y1+5;
    width=width-10;height=height-10;
}
```



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.

```
while (x1<=100){
    g.setColor(Color.BLACK);
    g.drawRect(x1, y1, width, height);
    try{Thread.sleep(300);}catch(Exception e){}
    g.setColor(Color.WHITE);
    g.drawRect(x1, y1, width, height);
    x1=x1+5;y1=y1+5;
}
```

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.



<pre>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){ g.setColor(frColor); g.drawLine(x, y, x+50, y); g.drawOval(x+10,y,10,10); g.drawOval(x+30,y,10,10); } public void removeCart(int x, int y, Graphics g){ g.setColor(bkColor); g.drawLine(x, y, x+50, y); g.drawOval(x+10,y,10,10); g.drawOval(x+30,y,10,10); } }</pre>	<pre>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); } }</pre>
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