Quiz 5 9/27/16  Name:____________________________  ___/20

Using the coordinate system below representing the graphics area of an applet, draw the graphics displayed by the applet, identifying positions MID and TOP (in terms of their use in the applet), and the shapes RECTANGLE, OVAL, LINE.

```java
import javax.swing.JApplet;
import java.awt.*;

public class Quiz4 extends JApplet {

    // Draws something...
    public void paint (Graphics page) {
        final int MID = 40; // MID
        final int TOP = 20; // TOP

        page.setColor(Color.black);
        page.fillOval (MID-10, TOP-20, 30,40); // OVAL
        page.drawRect (0, 0, 30, 40); // RECTANGLE
        page.drawLine (0, 60, 100, 60); // LINE
    }
}
```

0       20      40      60     80      100     120      140
0       20      40      60     80      100     120      140
0       20      40      60     80      100     120      140
0       20      40      60     80      100     120      140
Drawing a Rectangle

Drawing an Arc

An arc is defined by an oval, a start angle, and an arc angle.

Drawing an Oval

Data Representation and Applets
Using the coordinate system below representing the graphics area of an applet, draw the graphics displayed by the applet, identifying positions MID and TOP (in terms of their use in the applet), and the shapes RECTANGLE, OVAL, LINE.

import javax.swing.JApplet;

public class Quiz4 extends JApplet {
    // -----------------------------------------------
    //   Draws something...
    // -----------------------------------------------
    public void paint (Graphics page) {
        final int MID = 40;     // MID
        final int TOP = 20;     // TOP

        page.setColor(Color.black);
        page.drawOval (-20, -20, 40, 40 );   // OVAL
        page.fillRect (MID, TOP, 20, 40 );    // RECTANGLE
        page.drawLine (0, 40, 80, 60);        // LINE
    }
}

0 20 40 60 80 100 120 140
0 20 40 60 80 100
### Drawing a Line

```java
page.drawLine (10, 20, 150, 45);
```

### Drawing a Rectangle

```java
page.drawRect (50, 20, 100, 40);
```

### Drawing an Oval

```java
page.drawOval (175, 20, 50, 80);
```

### Drawing an Arc

- An arc is defined by an oval, a start angle, and an arc angle.