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package Module4;

import java.awt.Canvas;
import java.awt.Color;
import java.awt.Graphics;
import javax.swing.JFrame;
/*
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*/
public class myCanvas extends Canvas{

    public void paint(Graphics g){

        g.setColor(Color.BLUE);
        g.fillRect(0,0,20,60);           //Rectangle Shaded
        g.drawRect(50,10,30,10);        //Rectanble
        g.fillOval(100,100,60,90);       //Oval Shaded
        g.drawOval(200,200,25,50);       //Oval
        g.setColor(Color.RED);
        g.drawLine(250,250,300,300);     //Line
        int[]xcoordinates = {10,100,200,10}; //array to hold all x-coords
        int[]ycoordinates = {10,100,15,10}; //array to hold all y-coords
        g.drawPolygon(xcoordinates,ycoordinates,4); //drawPolygon([],[],#)
        g.drawString("Hello There", 150, 150); //Draw Text
        g.setColor(Color.orange);
        g.drawArc(10,10,100,100,0,180);  //Draw Arc
        g.fillArc(100,200,50,100,60,120); // (x,y,wid,heig,start<,end<)
    }

    public static void main(String[] args) {

        //Creating the frame window
        JFrame frame = new JFrame("My Picture");           //window
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); //close it
        frame.setSize(400,400);    //set window size

        //Creating the canvas to paint on ... to place in the window
        myCanvas thingOfBeauty = new myCanvas();           //myCanvas object when run
                                                             //...it extended Canvas
        thingOfBeauty.setBackground(Color.BLACK);

        //Adding the Canvas to the Window
        frame.add(thingOfBeauty);
        frame.setVisible(true);
    }
}

```