

ABOUT THE CODE BELOW

- 1) How many lines does the program draw? _____
- 2) Where is the first line drawn? _____
- 3) How many ovals does the program draw? _____
- 4) Circle any constructor in the code below.

ABOUT THE CODE YOU FINISHED FROM THE WEB SITE

- 5-6) Did you draw the dog?
- 7-8) Is the dog at 100,100?
- 9-10) Does the dog move when you type the M key?
- 11-12) Does the drawString work?

```
import java.awt.*;
class stuff {
    int x,y, x2, y2;
    public stuff(int startx, int starty) {
        x = startx;
        y = starty;
        x2 = 400;
        y2 = 500;
    }
    public void paint(Graphics g) {
        g.drawLine(x,y,x2, y2);
        g.drawOval(x2-2, y2-2, 4, 4);
    }
}
public class thing1 extends java.applet.Applet {
    stuff s1, s2;
    public void init()
    {
        s1 = new stuff(10, 20);
        s2 = new stuff(100,200);
    }
    public void paint(Graphics g)
    {
        s1.paint(g);
        s2.paint(g);
    }
}
```