1 **import** edu.sjcny.gpv1.\*;

2 **import** java.awt.\*;

3

4 **public** **class** LinesAndShapes **extends** DrawableAdapter

5 {

6 **static** LinesAndShapes ga = **new** LinesAndShapes( );

7 **static** GameBoard gb = **new** GameBoard(ga, "Lines and Shapes");

8

9 **public** **static** **void** main(String[] args)

10 {

11 showGameBoard(gb);

12 }

13

14 **public** **void** draw(Graphics g) **// the drawing call back method**

15 {

16 g.drawLine(100, 75, 260, 75); **//Lines**

17 g.drawLine(300, 50, 400, 100);

18

19 g.setColor(Color.LIGHT\_GRAY);

20 g.drawRect(100, 170, 100, 60); **//Rectangles**

21 g.fillRect(280, 170, 150, 40);

22

23 g.setColor(Color.RED);

24 g.drawOval(55, 300, 180, 80); **//Ovals**

25 g.setColor(Color.BLUE);

26 g.fillOval(280, 300, 100, 100);

27

28 }

29 }

**Figure 3.8 The application LinesAndShapes.**