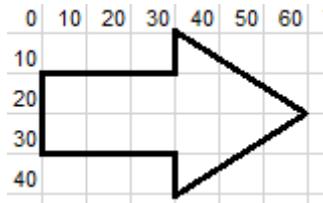


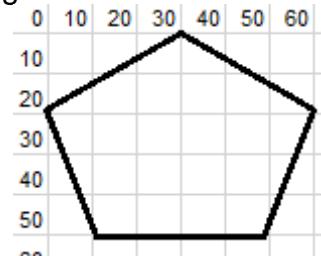
Line Methods

Make a method for each of these shapes using lines. Call each method 3 times so that a total of 12 shapes appears on the screen.

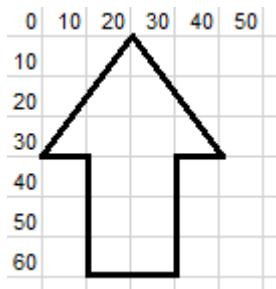
Right



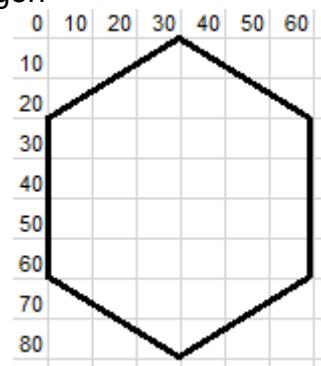
Pentagon



Up



Hexagon



Starter Code:

```
import java.awt.*; import java.applet.Applet;
public class partA extends Applet
{
    public void paint (Graphics g)
    {
        drawX (10, 20);
        drawX (40, 30);
    }

    public void drawX (int x, int y)
    {
        Graphics g = getGraphics ();
        g.drawLine (x, y, x + 20, y + 20);
        g.drawLine (x + 20, y, x, y + 20);
    }
}
```