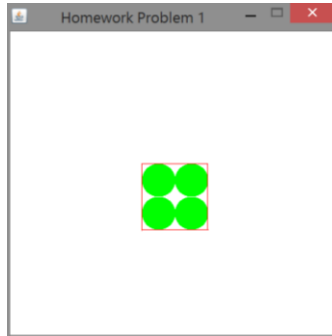


## SI@UCF Java/Java GUI Homework Assignment: Painting Shapes

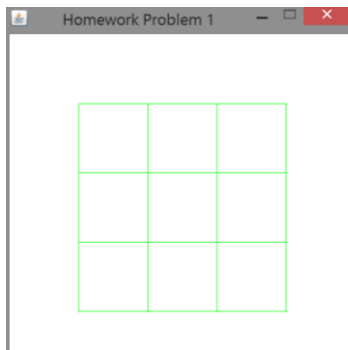
### Part A

Write a program that draws four filled in circles to the screen that are tangent to each other, inscribed in a square. Here is an example of what your program could draw:



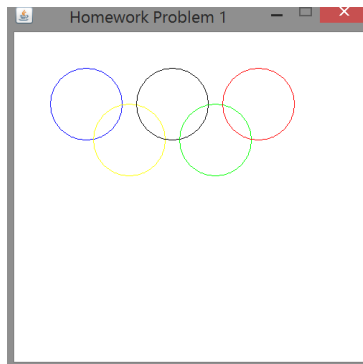
### Part B

Draw lines to create an empty tic-tac-toe board. Make the board any color you line. Here is an example of what your program could draw:



### Part C

Write a program to draw the Olympic Rings. Don't worry about the thickness of your rings. Make yours very thin.



### Part D

Make up your own design, trying out new methods in the Graphics class.