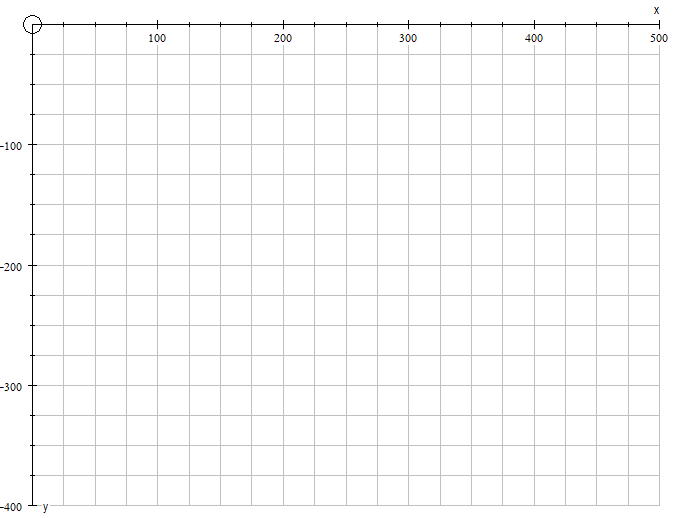
|  |  |
| --- | --- |
| NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_ | **Coordinates** |
| **Snowman** | **DATE: Tuesday, April 23, 2019** |

The circle show has an upper left of (350,25) It has a width of 75 and height of 75.

In Java, we would say g.fillOval (350,25,75,75)



If the user clicks on (200,100), make a dot.

Now make a snowman under the dot (3 circles, bigger each time) and fill out the info below:

g.drawOval ( \_\_\_, \_\_\_, \_\_\_, \_\_\_ )

g.drawOval ( \_\_\_, \_\_\_, \_\_\_, \_\_\_ )

g.drawOval ( \_\_\_, \_\_\_, \_\_\_, \_\_\_ )

If the user clicks on (x,y), where would the 3 drawOvals be

g.drawOval ( \_\_\_, \_\_\_, \_\_\_, \_\_\_ )

g.drawOval ( \_\_\_, \_\_\_, \_\_\_, \_\_\_ )

g.drawOval ( \_\_\_, \_\_\_, \_\_\_, \_\_\_ )