Graphics Warm Up

A. There are <u>two</u> mistakes in the following code, which attempts to draw a line from coordinates (50, 86) to (20, 35):

```
DrawingPanel panel = new DrawingPanel(200, 200);
panel.drawLine(50, 20, 86, 35);
```

B. The following code attempts to draw a filled black outer rectangle with a white filled inner circle inside it:

```
DrawingPanel panel = new DrawingPanel(200, 100);
Graphics g = panel.getGraphics();
g.setColor(Color.WHITE);
g.fillOval(10, 10, 50, 50);
g.setColor(Color.BLACK);
g.fillRect(10, 10, 50, 50);
```

C. The following code attempts to draw a black rectangle from (10, 20) to (50, 40) with a line across its diagonal:

```
DrawingPanel panel = new DrawingPanel(200, 100);
Graphics g = panel.getGraphics();
g.drawRect(10, 20, 50, 40);
g.drawLine(10, 20, 50, 40);
```