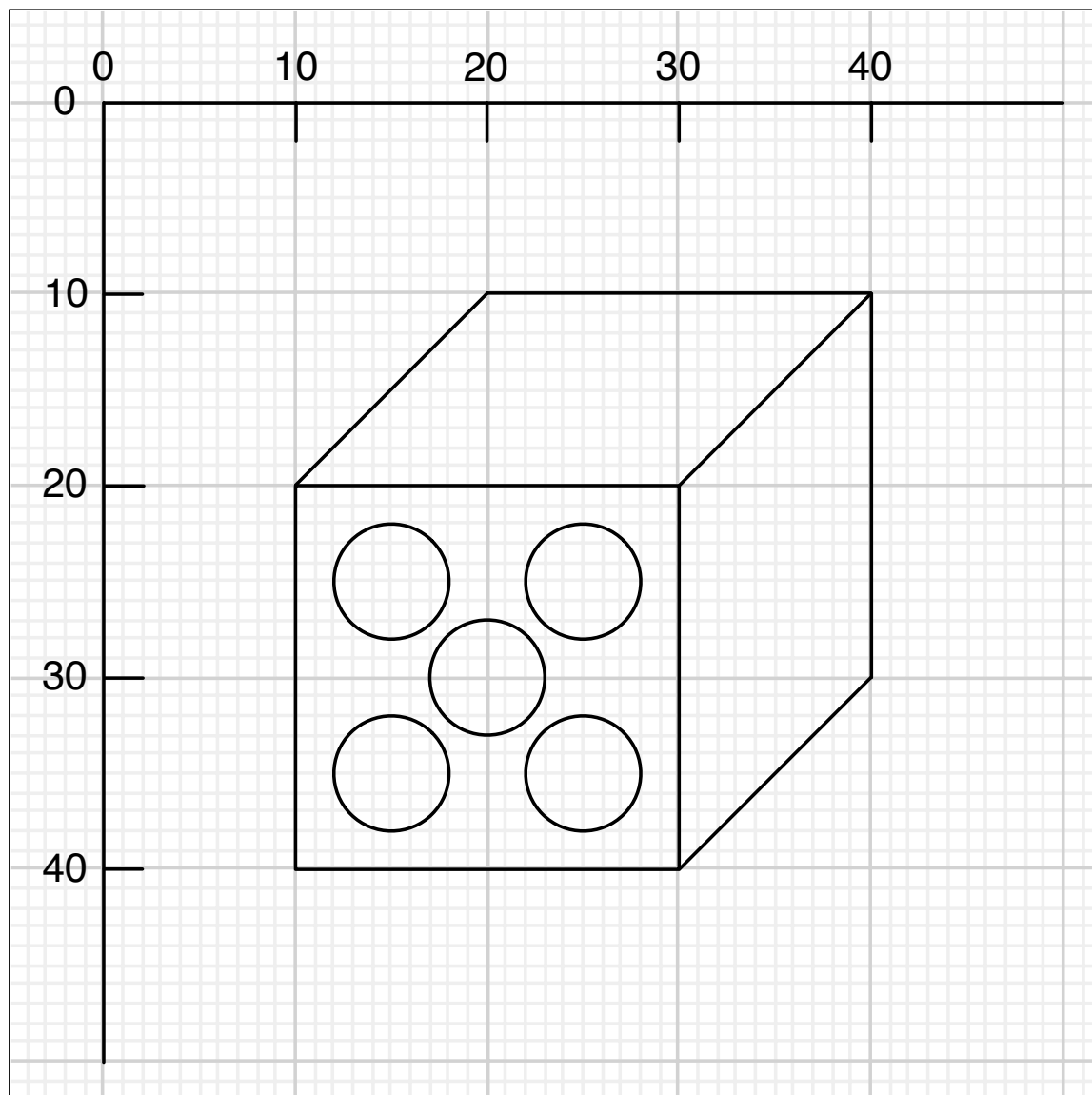


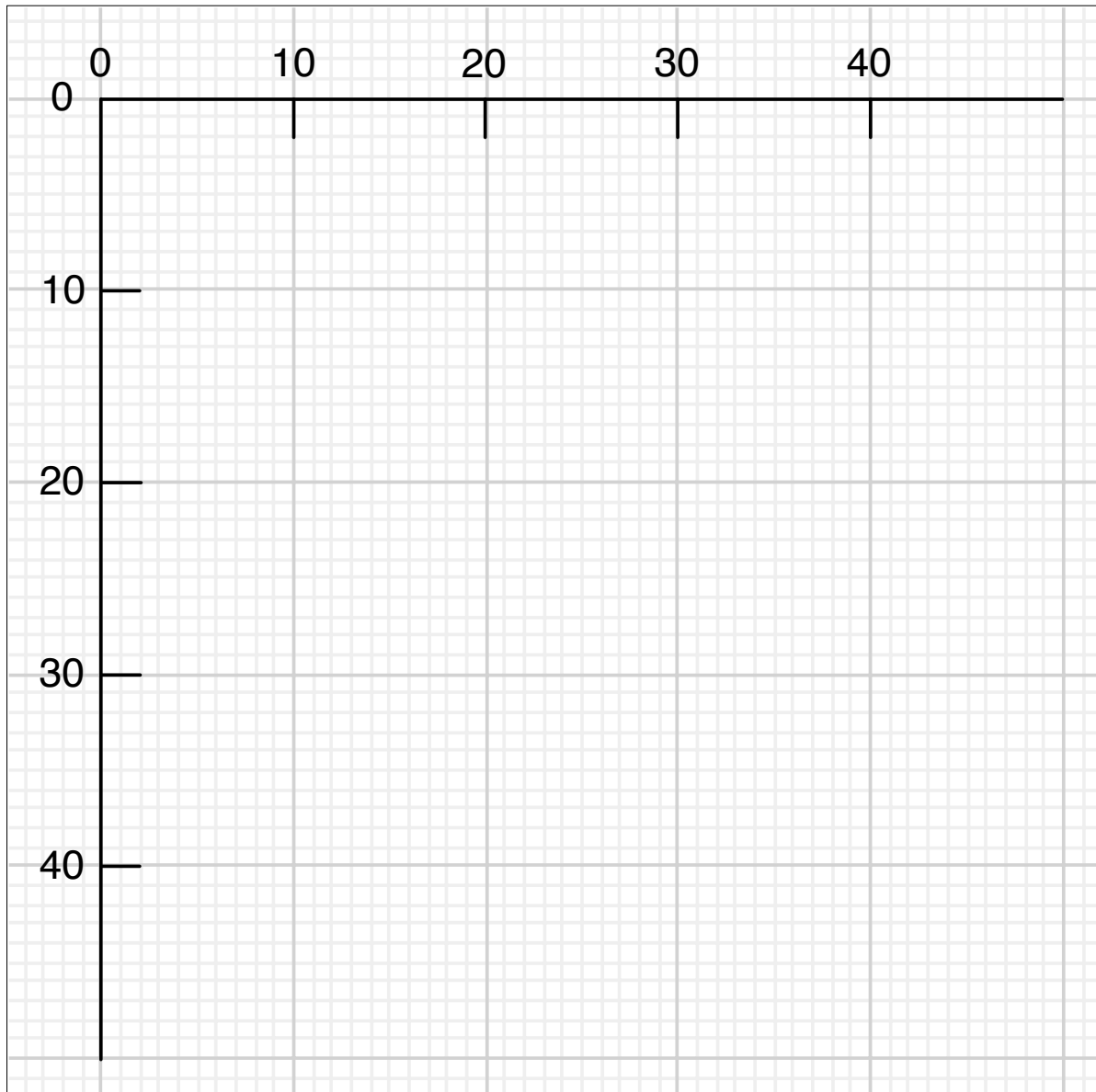
Exercice V- Version 8.1

Notez les instructions qu'il faut donner à un objet `g` du type `Graphics`, pour créer le dessin suivant :



Exercice V- Version 8.2

Créez le dessin correspondant aux instructions indiquées en bas :



```
g.drawRect(10, 20, 20, 20);  
g.drawLine(10, 20, 20, 10);  
d.drawLine(30, 20, 40, 10);  
g.drawLine(30, 40, 40, 30);  
g.drawLine(20, 10, 40, 10);  
g.drawLine(40, 10, 40, 30);  
g.drawOval(12, 22, 6, 6);  
g.drawOval(22, 22, 6, 6);  
g.drawOval(12, 32, 6, 6);  
g.drawOval(22, 32, 6, 6);  
g.drawOval(17, 27, 6, 6);
```