

## **Introduction to Graphics and GUI Lab**

1. Complete the example on page 279 from Chapter 5, covering basic graphics.
2. Modify the example to draw a different image of something “recognizable” such as a house, mail box, car, whatever strikes your imagination.
3. Look at the examples on pages 398 and 400 and Chapter 7 which introduce basic GUI creation. What is the difference between the two?
4. Complete the example on page 400. Once it runs correctly, modify it to add a third button that responds like the others. Also, add a JLabel of your choice.