Program Assignment #1

Write a Java applet/application that draws a picture of your choice in a 300x300 pixel window. Your picture must include the following:

- At least 4 distinct colors
- At least 5 distinct shapes (keep in mind that fillRect and drawRect create two different shapes for our purposes, and that different sizes/dimensions of the same shape count).

For this assignment, you will need to create a Java class with one method. The paint method is responsible for drawing the picture.

```java
import java.awt.*;
import javax.swing.*;

public class ProgramOne extends JApplet
{
    public void paint(Graphics g)
    {
        // code for drawing picture goes here
    }
}
```

In addition to your source code, your file should contain thorough documentation that describes what the code does. Since this program draws a picture, your comments should narrate what is being drawn, as in the example below:

```java
// Sets up picture background
g.setColor(Color.black);
g.fillRect(0,0,300,300);
// Draws a crescent moon in the sky
  g.setColor(Color.white);
  g.fillOval(25,25,50,50);
  g.setColor(Color.black);
  g.fillOval(35,25,50,50);
```

In addition to the internal documentation created by the running narrative, your program must include a descriptive comment block, with the following information:

- Your name
- Your program’s name (for example, ProgramOne.java)
- Date of completion
- Brief description of what the program does; for this assignment, something along the lines of “draws a picture of _____________” will suffice

Remember to acknowledge the contribution of anyone with whom you might collaborate.