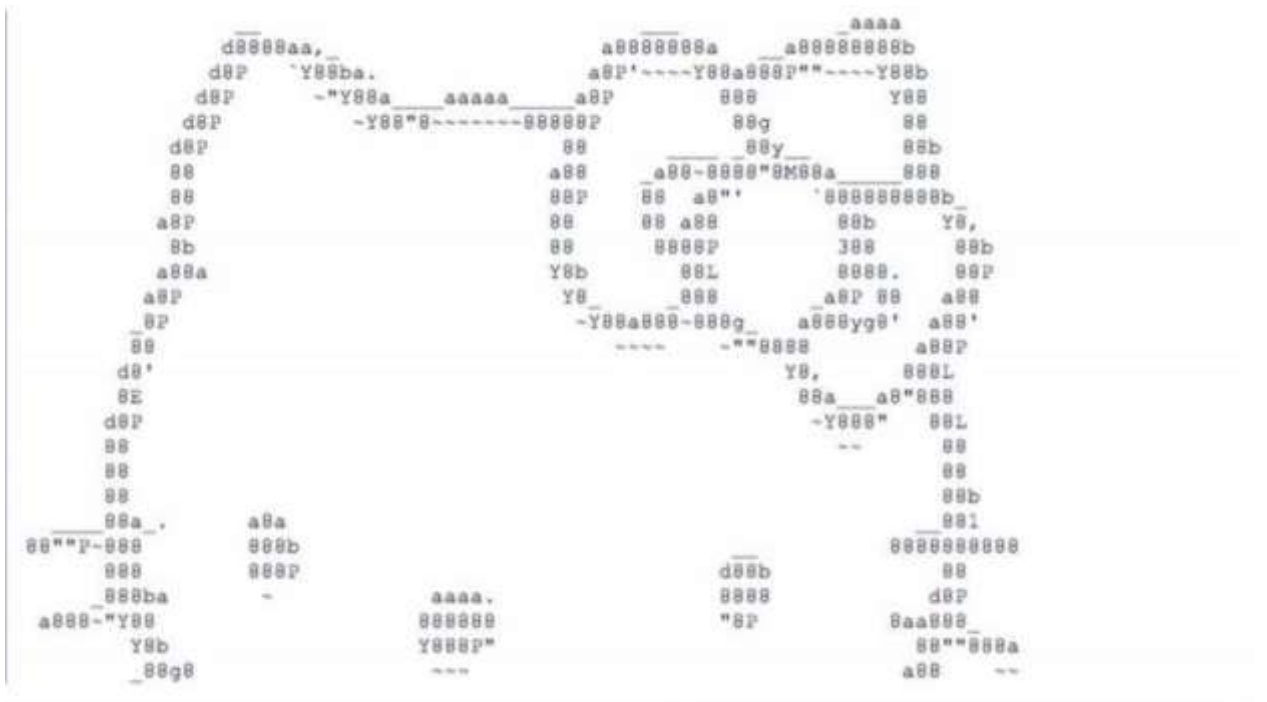


The Assignment:

Write an application that displays a box, an oval, an arrow and a diamond using asterisks (*), as follows:



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

public class Draw extends JFrame {
    private String pattern;
    Draw() {
        //Create window
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setLayout(new FlowLayout(FlowLayout.CENTER));

        setSize(450,250);
        setLocationRelativeTo(this);

        //set text area for displaying the pattern
        JTextArea textArea=new JTextArea();
        textArea.setPreferredSize(new Dimension(200,150));
        textArea.setText(this.draw());

        setContentPane(textArea);
        setVisible(true);
    }

    private String draw() {
        this.pattern=String.format("\n\t*****          ***          *
* \n" +
        "\t*          *      *      ***          * * \n" +
        "\t*          *      *      ****         *  \n" +
        "\t*          *      *      *           *   \n" +
        "\t*          *      *      *           *   \n" +
        "\t*          *      *      *           *   \n" +
        "\t*          *      *      *           *   \n" +
        "\t*          *      *      *           *   \n" +
        "\t*****          ***          * ");
    }
}
```

```
        return this.pattern;
    }

    public static void main(String[] args) {
        System.out.println ("Test");
        System.out.println (new Draw().draw());

        //draw
        new Draw();
    }
}
```