**GraphicsPrac2**

**Directions:** Use the Graphics *fillPolygon(int[] xPoints, int[] yPoints, int n)* method to create a start where *n* represents the total number of points in the polygon.

Sample) The example below creates a trapezoid.

**public** **void** paint(Graphics g){

 **int**[] xPoints = {100, 150, 200, 250};

 **int**[] yPoints = {200, 100, 100, 200};

 g.fillPolygon(xPoints, yPoints, 4);

 }

Sample Star)

