**Graphics 4**

**Directions:** Create a shape of your choice within the *paint(Graphics g)* method. The shape should respond to the keys *UP, DOWN, LEFT,* and *RIGHT*, and be able to move around the applet.

**Requirements:**

* Ensure that your class extends Applet and implements KeyListener
* The shape should have the ability to move off of the applet and appear on the opposite wall (Example: shape moves entirely off the right side of the applet and reappears on the left side)
* The background color should not be white
* The program should print the x and y values of the shape to the console each time an arrow key is pressed

Sample Console Output)

(0, 0)

(0, 5)

(5, 5)

(5, 10)

