

TO DO – after reading “Using Objects in Graphics”

<https://quarkphysics.ca/ICS3U1/unit4/Animation%20in%20Java-part3.pdf>

Call this program “Draw3Circles.java”

- Use what you've learned in the PDF to make a program that has 3 filled circles on the screen.
- Make a separate file for the circle class: Circle.java
- Each circle should be at a different location, have a different size, and be a different colour.
- *Extra*: make one circle appear in a random location, so that each time you run the program it's in a new place.

Tip: It might be best to put this into a new package since there will be a number of programs that use "Ball.java" (or Circle.java) and these balls will be different, and have more complex functionality as we learn more.