## QUESTION 2

Below you will find code that creates 15 different shapes and the window output of that code. You must associate each shape number with a letter.

THE CODE

```java
public class Question2
{
   public static void main (String[] args)
   {
        NOOPDraw.createWindow(500,400,"Guess which one!");
        //SHAPE 1
        NOOPDraw.drawRectangle(50,50,100,50);
        //SHAPE 2
        NOOPDraw.drawRectangle(200,200,50,100);
        //SHAPE 3
        NOOPDraw.drawClosedShape(200,120,220,150,260,160,290,120,260,90,230,100);
        //SHAPE 4
        NOOPDraw.drawLine(0,0,370,300);
        //SHAPE 5
        NOOPDraw.drawEllipse(50,300,100,50);
        //SHAPE 6
        NOOPDraw.drawClosedShape(25,200,35,250,45,200,35,150);
        //SHAPE 7
        NOOPDraw.drawRectangle(200,0,150,75);
        //SHAPE 8
        NOOPDraw.drawRectangle(400,100,75,75);
        //SHAPE 9
        NOOPDraw.drawTriangle(400,290,360,340,440,340);
        //SHAPE 10
        NOOPDraw.fillRectangle(350,175,25,25);
        //SHAPE 11
        NOOPDraw.drawClosedShape(280,300,280,350,300,350,300,300);
        //SHAPE 12
        NOOPDraw.drawRectangle(150,275,50,50);
        //SHAPE 13
        NOOPDraw.drawClosedShape(50,200,100,200,100,240,150,240,150,180,50,180);
        //SHAPE 14
        NOOPDraw.drawEllipse(300,0,75,75);
        //SHAPE 15
        NOOPDraw.drawTriangle(360,240,440,240,400,290);
   }
}
```

THE OUTPUT

Guess which one
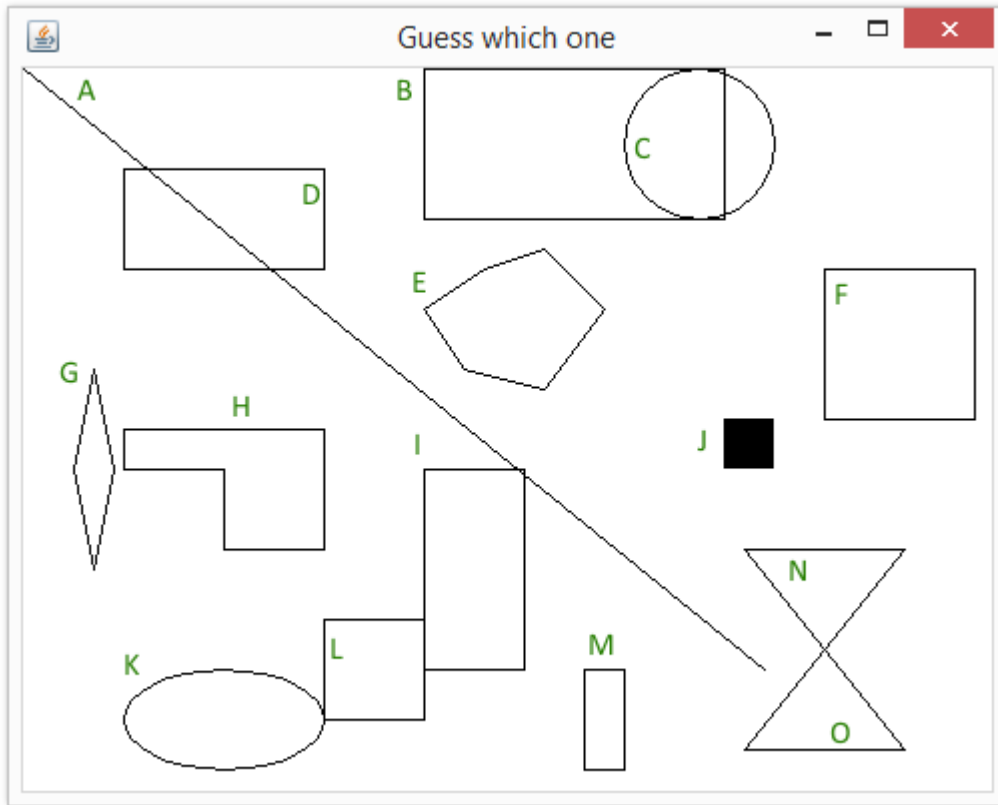
ANSWER KEY

Give the letter for each number.

NUMBER	LETTER	NUMBER	LETTER
#1		#9	
#2		#10	
#3		#11	
#4		#12	
#5		#13	
#6		#14	
#7		#15	
#8			