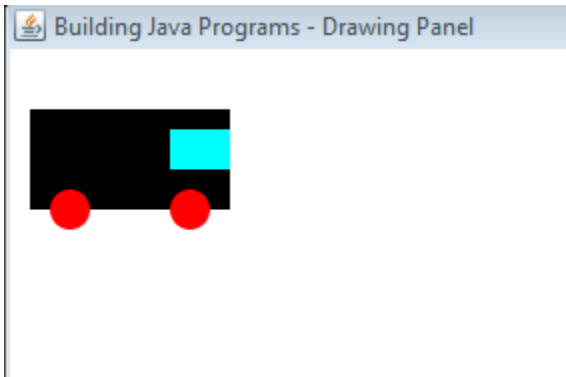# Class Exercise - Java 2D Graphics

The program below draws a truck on a DrawingPanel as shown.


```java
public class Truck0 {

    public static void main(String[] args) {

        DrawingPanel panel = new DrawingPanel(500, 500);
        panel.setBackground(Color.WHITE);
        Graphics g = panel.getGraphics();

         // recall the x and y indicate the upper left
         // corner of the rectangle or oval bounding box

         // draw the body
        g.setColor(Color.BLACK);
        g.fillRect(10, 30, 100, 50); // x, y, width, ht

        // draw the wheels
        g.setColor(Color.RED);
        g.fillOval(20, 70, 20, 20);
        g.fillOval(80, 70, 20, 20);

        // draw the window
        g.setColor(Color.CYAN);
        g.fillRect(80, 40, 30, 20);
    }
}
```

Change the program so that it can draw trucks of any "size" at any location.

The method you write should accept 4 parameters: the Graphics object, the upper left x and y of the body of the truck, and a "size". You can use what ever size you want but the rest of the truck shall be proportional as in the hard coded example.

I choose the wheel size as the base size.

The following calls to the method would produce the output shown:

```
drawTruck(g, 10, 30, 20);
drawTruck(g, 100, 45, 40);
drawTruck(g, 10, 300, 2);
drawTruck(g, 100, 300, 61);
drawTruck(g, 25, 300, 3);
drawTruck(g, 45, 300, 4);
drawTruck(g, 10, 320, 5);
```