**Q5**

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| import java.awt.\*;import java.awt.geom.\*;public class Q5 extends Frame{  public Q5(){ }  public void paint(Graphics g){  Graphics2D g2d = (Graphics2D) g; //Use of antialiasing to have nicer lines. g2d.setRenderingHint(RenderingHints.KEY\_ANTIALIASING,RenderingHints.VALUE\_ANTIALIAS\_ON); //The lines should have a thickness of 3.0 instead of 1.0. BasicStroke bs = new BasicStroke(6.0f); g2d.setStroke(bs); //The control points for defining the letter. int xd1 = 50; int yd1 = 50; int xd2 = 50; int yd2 = 250; int xd3 = 300; int yd3 = 150; int xd4 = 50; int yd4 = 450; int xd5 = 50; int yd5 = 250;  //Definition and drawing of the two curves that define the letter. QuadCurve2D.Double d1 = new QuadCurve2D.Double(xd1,yd1,xd3,yd3,xd2,yd2); g2d.draw(d1);  QuadCurve2D.Double d2 = new QuadCurve2D.Double(xd1,yd1,xd5,yd5,xd4,yd4); g2d.draw(d2);  xd1 = 50; yd1 = 250; xd2 = 50; yd2 = 450; xd3 = 300; yd3 = 350;  d1 = new QuadCurve2D.Double(xd1,yd1,xd3,yd3,xd2,yd2); g2d.draw(d1);   } public static void main(String[] args) { Q5 f = new Q5(); f.setTitle("The letter B"); f.setSize(500,500); f.setVisible(true); }} |

**OUTPUT**

