**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**

