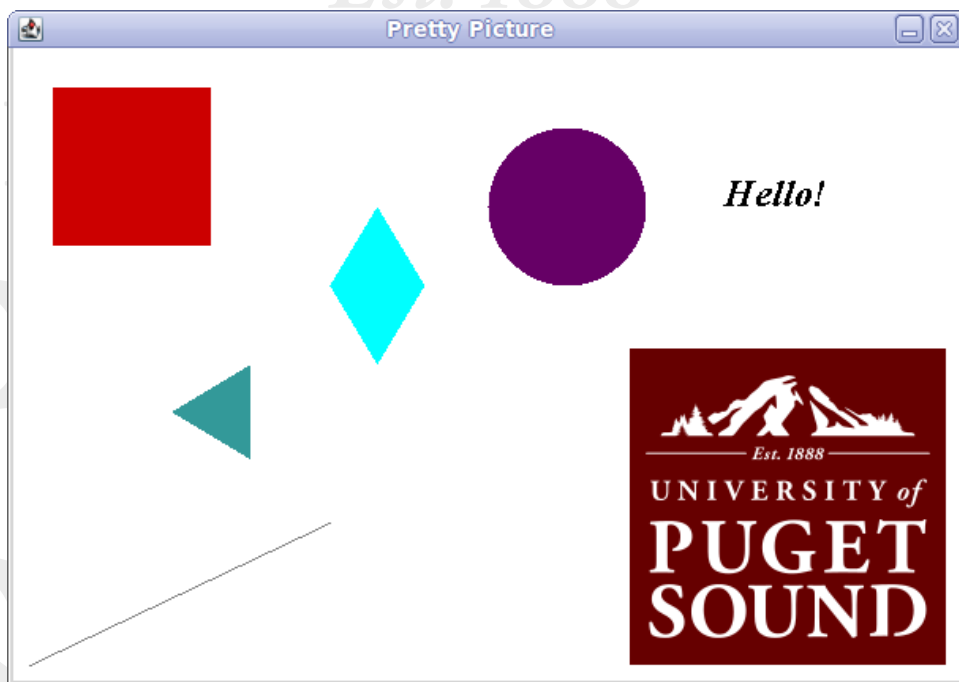# Lab 10: Pretty Pictures

This will be an easy one—you have to draw an image to the screen, using the `GraphicsWindow` object that has been prepared for you.

This image must contain the following elements, which may be anywhere on the screen:

- A square.
- A diamond.
- A triangle.
- A circle.
- A straight line.
- A line of text.
- An image from a file.

Each of the elements except the picture must be a different color. At least one of those colors must be a custom shade. That is, it can't be one of the built-in constant colors available to you inside the `Color` object (such as `Color.RED`). It should look something like this:

Remember to avoid hard coding! Use static final variables where needed.

This class will be called `PrettyPicture`. Be sure to turn in the image file that you used in addition to `PrettyPicture.java`.