```java
1    // joi/3/shapes/TestShapes.java
2    //
3    //
4    // Copyright 2003 Bill Campbell and Ethan Bolker
5
6    /**
7     * A program to test shapes.
8     *
9     * @version 3
10    */
11
12   class TestShapes
13   {
14       /**
15        * Paint shapes on a Screen and draw it to a Terminal.
16        */
17
18       public static void main( String[] argv )
19       {
20           Terminal t = new Terminal();
21           Screen s;
22
23           t.println( "An empty 10 x 3 Screen:" );
24           s = new Screen( 10, 3 );
25           s.draw( t );
26
27           t.println( "A 20 x 10 Screen with 3 HLines:" );
28           s = new Screen( 20, 10 );
29           HLine h1 = new HLine( 10, 'R' );
30           HLine h2 = new HLine( 15, 'G' );
31
32           h1.paintOn( s, 0, 0 );
33           h2.paintOn( s, 0, 1 );
34           (new HLine( 15, 'B' )).paintOn( s, 0, 2 ); // tricky to read
35           s.draw( t );
36
37           t.println( "Clear that screen," );
38           s.clear();
39
40           t.println( "draw 3 Boxes (2 overlapping):" );
41           Box  b = new Box( 6, 5, 'R' );
42           b.paintOn( s, 1, 1 );
43           b = new Box( 7, 4, 'G' );  // create a new (different) Box b
44           b.paintOn( s, 2, 3 );      // paint Box b on s
45           b.paintOn( s, 17, 5 );     // paint Box b partly off the Screen
46           s.draw( t );
47       }
48   }
```