

```
package com.stark;

import java.awt.Component;
import java.awt.Graphics;

import javax.swing.Icon;

/**
 * A simple icon implementation that draws ovals.
 *
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 */
public class OvalIcon implements Icon {

    private int width, height;

    public OvalIcon(int width, int height) {
        this.width = width;
        this.height = height;
    }

    public void paintIcon(Component c, Graphics g, int x, int y) {
        g.drawOval(x, y, this.width - 1, this.height - 1);
    }

    public int getIconWidth() {
        return this.width;
    }

    public int getIconHeight() {
        return this.height;
    }
}
```