1. Wall

Write a GraphicsProgram named Wall that displays a picture of a wall made out of red bricks (10 rows x 10 columns). You need to define and implement a method that draws a brick. This method should be called several times to draw red bricks and form a wall. The method should take the position and size of the brick as arguments.

```java
import acm.program.*;
import acm.graphics.*;

public class Wall extends GraphicsProgram {
    private static final int BRICK_WIDTH = 20;
    private static final int BRICK_HEIGHT = 5;
    private static final int WALL_XPOS = 10;
    private static final int WALL_YPOS = 10;

    public void run() {
        /* complete the rest of the code here */
    }

    void drawBrick(int xPos, int yPos, int width, int height) {
        /* complete the rest of the code here */
    }
}
```

2. Target

Write a GraphicsProgram named Target that displays a target made out of circles with alternating red and white colors. You need to define and implement a method that draws a circle. This method should be called several times to draw circles filled with red/white colors to form the pattern. The method should take the center position, size and color of the circle as arguments.

```java
import acm.program.*;
import acm.graphics.*;
import java.awt.Color;

public class Target extends GraphicsProgram {

    public void run() {
        /* complete the rest of the code here */
    }

    void drawCircle(int x, int y, int r, Color c) {
        /* complete the rest of the code here */
    }
}
```
3. OddSum

Write a method `sumOddNumbers(n)` that returns the sum of first `n` odd numbers. The output should look like the following.

Enter a number: 6
The sum of first 6 odd numbers is 36.

The result output above (36) corresponds to the addition of first 6 odd numbers, which are 1, 3, 5, 7, 9 and 11. Complete the rest of the Java program below.

```java
import acm.program.*;

public class OddSum extends ConsoleProgram {
    public void run() {
        int n = readInt("Enter a number: ");
        int s = sumOddNumbers(n);
        println("The sum of first " + n + " odd numbers is " + s + ".");
    }

    public int sumOddNumbers(int n) {
        /* complete the rest of the code here */
    }
}
```

4. Digits

Write a method `getDigit` that takes two integers, `n` and `k`, and returns the `k`th digit (from the right hand side) in `n`. Use this method to print out the result for a given `n` and `k` that are to be taken as inputs from the user.

```java
import acm.program.*;

public class Digits extends ConsoleProgram {
    public void run() {
        int n = readInt("Enter a number: ");
        int k = readInt("Enter the digit position: ");

        /* complete the rest of the code here */
    }

    public int getDigit(int n, int k) {
        /* complete the rest of the code here */
    }
}
```