The purpose of this assignment is to give you more practice using NetBeans and the ACM Student Java packages. Your task is to complete the SuperHeroes program you began in the lab for this week. You may start with the program you had at the end of this week’s lab. Alternatively, you may use my solution to the lab as your starting point. In either case, you should make the program generate a realistic display of your favorite super-heroes, using the facilities of the ACM packages. It’s up to you to decide what kinds of geometric primitives (e.g., lines, arcs, rectangles, polygons, ovals, etc.) are best for representing your super-heroes. If you wish, you may put your super-heroes in a scene that shows off their super powers. You may also change the parts of the program that query the user for input strings, and use those strings in the resulting display (e.g., to make speech or thought bubbles with text in them to obtain a full-fledged cartoon). It’s up to you!