3. Write a method called fireWork that takes a Graphics object, and int parameters x, y, numLines, and lineLength. Your method should use the Graphics parameter to draw a firework centered at (x, y). Draw the firework as a set of lines extending from (x, y) outward. The space between each line should be even, and the length of the lines should be lineLength. The following calls to your method:

```java
g.setColor(Color.RED); fireWork(g, 100, 100, 20, 80);
g.setColor(Color.BLUE); fireWork(g, 200, 200, 40, 35);
g.setColor(Color.GREEN); fireWork(g, 300, 75, 8, 60);
g.setColor(Color.YELLOW); fireWork(g, 250, 350, 36, 50);
g.setColor(Color.CYAN); fireWork(g, 30, 290, 35, 40);
g.setColor(new Color(200, 50, 187)); fireWork(g, 120, 310, 12, 200);
```

Should produce this output:

Hint: To find the x position of a point on a circle of radius r, you use r * cos(angle). The y position of that point is r * sin(angle).