```
public void arcTo(double rx, double ry,
                  double xAxisRotation,
                  boolean largeArcFlag, boolean sweepFlag,
                  double x, double y) {
```

```
// Ensure radii are valid
if (rx == 0 || ry == 0) {
    lineTo(x, y);
    return;
}
```

1

```
// Get the current (x, y) coordinates of the path
Point2D.Double lastPoint = (Point2D.Double) getCurrentPoint();
double x0 = lastPoint.getX();
double y0 = lastPoint.getY();

if (x0 == x && y0 == y) {
    // If the endpoints (x, y) and (x0, y0) are identical, then this
    // is equivalent to omitting the elliptical arc segment entirely.
    return;
}
```

2

```
// Compute the half distance between the current and the final poin
double dx2 = (x0 - x) / 2d;
double dy2 = (y0 - y) / 2d;
```

3

```
// Convert angle from degrees to radians
double angle = toRadians(xAxisRotation);
double cosAngle = cos(angle);
double sinAngle = sin(angle);
```

4