Helpful Graphics Methods

`drawLine(int x1, int y1, int x2, int y2)`   Draws a line between the points (x1, y1) and (x2, y2)

`drawRect(int x, int y, int width, int height)`
`fillRect(int x, int y, int width, int height)`
       Draws/fills the specified rectangle.

`drawOval(int x, int y, int width, int height)`
`fillOval(int x, int y, int width, int height)`
       Draws/fills the oval bounded by the specified rectangle.

`drawArc(int x, int y, int width, int height, int startAngle, int arcAngle)`
`fillArc(int x, int y, int width, int height, int startAngle, int arcAngle)`
       Draws/fills the arc bounded by the specified rectangle.

`drawString(String str, int x, int y))`   Draws the text given by the specified string.

`getColor()`
`setColor(Color c)`
       Gets/sets the current color.

page.drawRect(50, 50, 200, 100);

page.drawOval(50, 50, 200, 100);

page.drawArc(50, 50, 200, 100, 20, 90);