

Helpful Graphics Methods

<code>drawLine(int x1, int y1, int x2, int y2)</code> Draws a line between the points (x1, y1) and (x2, y2)
<code>drawRect(int x, int y, int width, int height)</code> <code>fillRect(int x, int y, int width, int height)</code> Draws/fills the specified rectangle.
<code>drawOval(int x, int y, int width, int height)</code> <code>fillOval(int x, int y, int width, int height)</code> Draws/fills the oval bounded by the specified rectangle.
<code>drawArc(int x, int y, int width, int height, int startAngle, int arcAngle)</code> <code>fillArc(int x, int y, int width, int height, int startAngle, int arcAngle)</code> Draws/fills the arc bounded by the specified rectangle.
<code>drawString(String str, int x, int y)</code> Draws the text given by the specified string.
<code>getColor()</code> <code>setColor(Color c)</code> Gets/sets the current color.

