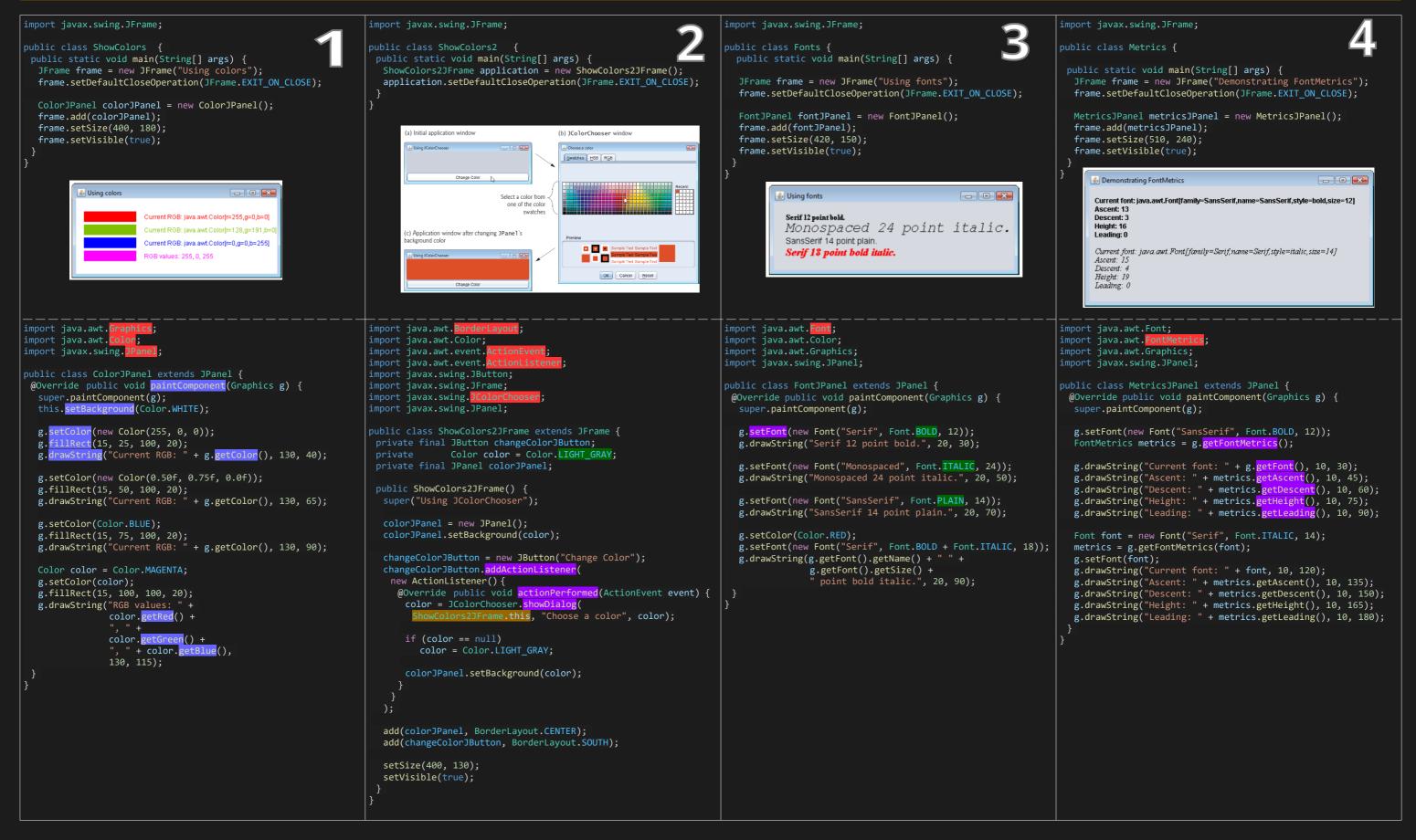
Siava Cheatsheets

Java Swing & Java 2D Codesheet

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```
import java.awt.Color;
                                                                        import javax.swing.JFrame;
                                                                                                                                    import javax.swing.JFrame;
                                                                                                                                                                                                 import javax.swing.JFrame;
import javax.swing.JFrame;
                                                                                                                                     oublic class DrawPolygons {
                                                                                                                                                                                                 public class Shapes {
                                                                                                                                     public static void main(String[] args) {
                                                                                                                                                                                                  public static void main(String[] args) {
public static void main(String[] args) {
                                                                         public static void main(String[] args) {
                                                                                                                                      JFrame frame = new JFrame("Drawing Polygons");
  JFrame frame =
                                                                           JFrame frame = new JFrame("Drawing Arcs");
                                                                                                                                      frame.setDefaultCloseOperation(
                                                                                                                                                                                                   JFrame frame = new JFrame("Drawing 2D shapes");
                                                                                                                                                                                                   frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
                                                                           frame.setDefaultCloseOperation(
   new JFrame("Drawing lines, rectangles and ovals");
                                                                                                                                              Frame.EXIT_ON_CLOSE);
  frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
                                                                                  JFrame.EXIT_ON_CLOSE);
                                                                                                                                      PolygonsJPanel polygonsJPanel =
                                                                                                                                                                                                   ShapesJPanel shapesJPanel = new ShapesJPanel();
                                                                                                                                             new PolygonsJPanel();
  LinesRectsOvalsJPanel linesRectsOvalsJPanel =
                                                                           ArcsJPanel arcsJPanel = new ArcsJPanel();
                                                                                                                                                                                                   frame.add(shapesJPanel);
   new LinesRectsOvalsJPanel();
                                                                           frame.add(arcsJPanel);
                                                                                                                                       frame.add(polygonsJPanel);
                                                                                                                                                                                                   frame.setSize(425, 200);
                                                                                                                                                                                                                                   Drawing 2D shapes
  linesRectsOvalsJPanel.setBackground(Color.WHITE);
                                                                           frame.setSize(300, 210);
                                                                                                                                       frame.setSize(280, 270);
                                                                                                                                                                                                   frame.setVisible(true);
  frame.add(linesRectsOvalsJPanel);
                                                                           frame.setVisible(true);
                                                                                                                                       frame.setVisible(true);
  frame.setSize(400, 210);
  frame.setVisible(true);
                             fillRect
import java.awt.Color;
import java.awt.Graphics;
                                                                         mport java.awt.Graphics;
                                                                                                                                     mport java.awt.P
                                                                                                                                                                                                 import java.awt.Graphics;
                                                                                                                                     import javax.swing.JPanel;
import javax.swing.JPanel;
                                                                         import javax.swing.JPanel;
                                                                                                                                                                                                 import java.awt.
                                                                                                                                                                                                 import java.awt.
public class LinesRectsOvalsJPanel extends JPanel {
                                                                        public class ArcsJPanel extends JPanel {
                                                                                                                                     public class PolygonsJPanel extends JPanel {
                                                                                                                                     @Override public void paintComponent(Graphics g) {
@Override public void paintComponent(Graphics g)
                                                                         @Override public void paintComponent(Graphics g) {
                                                                                                                                                                                                 import java.awt.
                                                                          super.paintComponent(g);
                                                                                                                                      super.paintComponent(g);
                                                                                                                                                                                                 import java.awt.geom.
  super.paintComponent(g);
                                                                                                                                                                                                 import java.awt.geom.
  this.setBackground(Color.WHITE);
                                                                                                                                       int[] xValues = {20, 40, 50, 30, 20, 15};
                                                                          g.setColor(Color.RED);
                                                                                                                                                                                                 import java.awt.geom.
                                                                                                                                       int[] yValues = {50, 50, 60, 80, 80, 60};
                                                                          g.drawRect(15, 35, 80, 80);
                                                                                                                                                                                                 import java.awt.geom.
  g.setColor(Color.RED);
                                                                          g.setColor(Color.BLACK);
                                                                                                                                                                                                 import java.awt.geom.
                                                                                                                                      Polygon polygon1 =
  g.drawLine(5, 30, 380, 30);
                                                                           g.drawArc(15, 35, 80, 80, 0, 360);
                                                                                                                                         new Polygon(xValues, yValues, 6);
                                                                                                                                                                                                 import java.awt.image.
                                                                                                                                                                                                 import javax.swing.JPanel;
                                                                                                                                       g.drawPolygon(polygon1);
  g.setColor(Color.BLUE);
                                                                          g.setColor(Color.RED);
                                                                                                                                                                                                 public class ShapesJPanel extends JPanel {
  g.drawRect(5, 40, 90, 55);
                                                                          g.drawRect(100, 35, 80, 80);
                                                                                                                                       int[] xValues2 =
  g.fillRect(100, 40, 90, 55);
                                                                           g.setColor(Color.BLACK);
                                                                                                                                           {70, 90, 100, 80, 70, 65, 60};
                                                                                                                                       int[] yValues2 =
                                                                                                                                                                                                  @Override public void paintComponent(Graphics g) {
                                                                           g.drawArc(100, 35, 80, 80, 0, 110);
  g.setColor(Color.BLACK);
                                                                                                                                           {100, 100, 110, 110, 130, 110, 90};
                                                                                                                                                                                                   super.paintComponent(g);
  g.fillRoundRect(195, 40, 90, 55, 50, 50);
                                                                                                                                                                                                   Graphics2D g2d = (Graphics2D) g;
                                                                                                                                       g.drawPolyline(xValues2, yValues2, 7);
                                                                          g.setColor(Color.RED);
  g.drawRoundRect(290, 40, 90, 55, 20, 20);
                                                                          g.drawRect(185, 35, 80, 80);
                                                                                                                                      int[] xValues3 = {120, 140, 150, 190};
int[] yValues3 = {40, 70, 80, 60};
                                                                                                                                                                                                   g2d.setPaint(new GradientPaint(5, 30,
                                                                          g.setColor(Color.BLACK);
  g.setColor(Color.GREEN);
                                                                                                                                                                                                                          Color.BLUE, 35, 100,
                                                                           g.drawArc(185, 35, 80, 80, 0, -270);
      raw3DRect(5, 100, 90, 55, true);
                                                                                                                                       g.fillPolygon(xValues3, yValues3, 4);
  g.fill3DRect(100, 100, 90, 55, false);
                                                                                                                                                                                                   g2d.fill(new Ellipse2D.Double(5, 30, 65, 100));
                                                                          g.fillArc(15, 120, 80, 40, 0, 360);
                                                                                                                                      Polygon polygon2 = new Polygon();
polygon2.addPoint(165, 135);
                                                                          g.fillArc(100, 120, 80, 40, 270, -90);
                                                                                                                                                                                                   g2d.setPaint(Color.RED);
  g.setColor(Color.MAGENTA);
                                                                          g.fillArc(185, 120, 80, 40, 0, -270);
                                                                                                                                      polygon2.addPoint(175, 150);
      awOval(195, 100, 90, 55);
                                                                                                                                                                                                   g2d.setStroke(new BasicStroke(10.0f));
                                                                                                                                                                                                   g2d.draw(new R
                                                                                                                                                                                                                                   e(80, 30, 65, 100));
                                                                                                                                      polygon2.addPoint(270, 200);
      <mark>illOval</mark>(290, 100, 90, 55);
                                                                                                                                      polygon2.addPoint(200, 220);
                                                                                                                                      polygon2.addPoint(130, 180);
                                                                                                                                                                                                   BufferedImage buffImage =
                                                                                                                                                                                                     new BufferedImage(10, 10,
                                                                                                                                      g.fillPolygon(polygon2);
                                                                                                                                                                                                                        BufferedImage.TYPE_INT_RGB);
                                                                         ublic class Shapes2JPanel extends JPanel {
                                                                         @Override public void paintComponent(Graphics g) {
import iava.awt.Color:
                                                                                                                                                                                                   Graphics2D gg = buffImage.createGraphics();
import javax.swing.JFrame;
                                                                           super.paintComponent(g);
                                                                                                                                                                                                   gg.setColor(Color.YELLOW);
                                                                           SecureRandom random = new SecureRandom();
                                                                                                                                                                    gg.fillRect(0, 0, 10, 10);
                                                                                                                                                    Drawing Polygons
public class Shapes2
                                                                                                                                                                                                   gg.setColor(Color.BLACK);
                                                                           int[] xPoints =
                                                                                                                                                                                    Result of line 28
                                                                                                                                                                                                   gg.drawRect(1, 1, 6, 6);
                                                                            {55, 67, 109, 73, 83, 55, 27, 37, 1, 43};
                                                                                                                                                                                                   gg.setColor(Color.BLUE);
public static void main(String[] args)
                                                                           int[] yPoints =
                                                                                                                                                                                                   gg.fillRect(1, 1, 3, 3);
                                                                             {0, 36, 36, 54, 96, 72, 96, 54, 36, 36};
                                                                                                                                                                                                   gg.setColor(Color.RED);
                                                                                                                                                                                                   gg.fillRect(4, 4, 3, 3);
  JFrame frame = new JFrame("Drawing 2D Shapes");
                                                                          Graphics2D g2d = (Graphics2D) g;
                                                                                                                                                                                    Result of line 37
                                                                                                                                    Result of line 23 -
  frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
                                                                           GeneralPath star = new GeneralPath();
                                                                                                                                                                                                   g2d.setPaint(new TexturePaint(buffImage,
                                                                                                                                                                                                                 new Rectangle(10, 10)));
  Shapes2JPanel shapes2JPanel = new Shapes2JPanel();
                                                                           star.moveTo(xPoints[0], yPoints[0]);
                                                                                                                                                                                                   g2d.fill( new RoundRectangle2D.Double(155, 30,
  frame.add(shapes2JPanel);
                                                                                                                                                                                                                  75, 100, 50, 50));
  frame.setBackground(Color.WHITE);
                                                                           for (int count = 1; count < xPoints.length; count++)</pre>
  frame.setSize(315, 330);
                                                                           star.lineTo(xPoints[count], yPoints[count]);
                                                                                                                                                                                                   g2d.setPaint(Color.WHITE);
  frame.setVisible(true);
                                                                                                                                                                                                   g2d.setStroke(new BasicStroke(6.0f));
                                                                           star.closePath();
                                                                                                                                                                                                   g2d.draw(
                                                                           g2d.<mark>translate</mark>(150, 150);
                                                                                                                                                                                                                   ole(240, 30, 75, 100, 0, 270, Arc2D.<mark>PIE</mark>));
                                                                                                                                                                                                    new Arc
                                                                                                                                                                                                   g2d.setPaint(Color.GREEN);
                                                                           for (int count = 1; count <= 20; count++) {</pre>
                                                                                                                                                                                                                              (395, 30, 320, 150));
                                                                                                                                                                                                   g2d.draw(new
                                                                           g2d.rotate(Math.PI / 10.0);
import java.awt.Color;
                                                                            g2d.s
                                                                                                                                                                                                   float[] dashes = {10};
import java.awt.Graphics;
                                                                              new Color(random.nextInt(256),
                                                                                                                                                                                                   g2d.setPaint(Color.YELLOW);
import java.awt.Graphics2D;
                                                                                        random.nextInt(256),
                                                                                                                                                                                                   g2d.setStroke(new BasicStroke(4, BasicStroke.CAP_ROUND,
import java.awt.geom.<mark>Ge</mark>
                                                                                       random.nextInt(256)));
import java.security.SecureRandom;
                                                                                                                                                                                                    BasicStroke.JOIN_ROUND, 10, dashes, 0));
                                                                            g2d.fill(star);
                                                                                                                                                                                                   g2d.draw(new Line2D.Double(320, 30, 395, 150));
import javax.swing.JPanel;
```