

## Lab 9: GRAPHICS PROGRAMMING in JAVA

### Theory: ....

1. Write a program with a choice element from where user can select Rectangle or Circle. On choosing the

desired option, the respective polygon will be displayed in a separate frame. Add another option "Square"

in the choice menu and display square when selecting it.

```
public class ShapeChooserDemo extends Frame implements ItemListener  
{...
```

2. Write a program to demonstrate paint() and repaint() methods.

```
public class RepaintExample2.....
```

3. Write a class that extends a Frame. As a button , on clicking the button get the available font family names and display 10 of them in a text area.

```
public class FontFamilyDemo .....
```

4. Write a program to display the flag of Neapl. Below the flag display text in blue color "Nepal Flag" in "Sans Serif" font with style ITALIC and size 20. Also, display the differnt font metrics with methods getAscent,getDescent,getLeading, getHeight.

5. Write a program to display Line 2D, Rectangle 2D, Ellipse 2D

6. Write a program to create a simple animation. Load a series of images, then display the images one at a time.