A fourth major advantage of Java is that it is possible to write device-independent graphics applications. Languages such as C and Fortran do not provide device-independent graphics, because the programmer must concern himself / herself with the specific details of the hardware being used to display the graphics. The language definitions do mot include standard APIs for working with graphics at a higher level. By contrast, Java's AWT and Swing Graphics classes provide a higher-level abstraction that is the same across any Java implementation, making device-independent graphics practical.

From Chapman, S. J. (1999). *Java for Engineers and Scientists.* NJ, USA: Prentice-Hall, Inc.