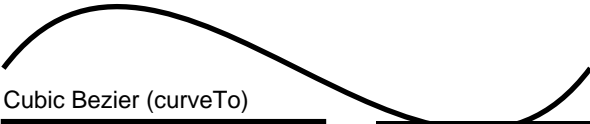# Basic Paths Showcase

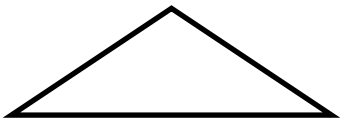Line (moveTo -> lineTo -> stroke)

Cubic Bezier (curveTo)

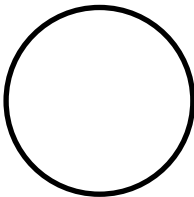Rectangle (addRect -> stroke)   Filled Rectangle (addRect -> fill)

Triangle (closed path)   Polyline (open)

Circle approx (4x cubic Bezier)Rounded rectangle (path)

Complex closed path (fill&stroke)