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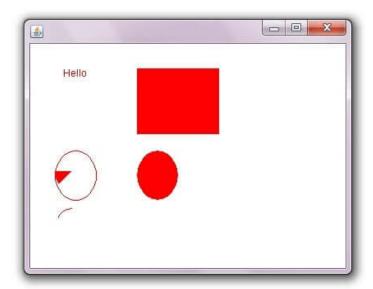
Displaying graphics in swing:

java.awt.Graphics class provides many methods for graphics programming.

Commonly used methods of Graphics class:

- public abstract void drawString(String str, int x, int y): is used to draw the specified string.
- 2. **public void drawRect(int x, int y, int width, int height):** draws a rectangle with the specified width and height.
- 3. **public abstract void fillRect(int x, int y, int width, int height):** is used to fill rectangle with the default color and specified width and height.
- 4. **public abstract void drawOval(int x, int y, int width, int height):** is used to draw oval with the specified width and height.
- 5. **public abstract void fillOval(int x, int y, int width, int height):** is used to fill oval with the default color and specified width and height.
- public abstract void drawLine(int x1, int y1, int x2, int y2): is used to draw line between the points(x1, y1) and (x2, y2).
- 7. public abstract boolean drawImage(Image img, int x, int y, ImageObserver observer): is used draw the specified image.
- 8. public abstract void drawArc(int x, int y, int width, int height, int startAngle, int arcAngle): is used draw a circular or elliptical arc.
- 9. public abstract void fillArc(int x, int y, int width, int height, int startAngle, int arcAngle): is used to fill a circular or elliptical arc.
- 10. **public abstract void setColor(Color c):** is used to set the graphics current color to the specified color.
- 11. **public abstract void setFont(Font font):** is used to set the graphics current font to the specified font.

Example of displaying graphics in swing:



```
import java.awt.*;
import javax.swing.JFrame;
public class DisplayGraphics extends Canvas{
  public void paint(Graphics g) {
     g.drawString("Hello",40,40);
     setBackground(Color.WHITE);
     g.fillRect(130, 30,100, 80);
     g.drawOval(30,130,50, 60);
     setForeground(Color.RED);
     g.fillOval(130,130,50, 60);
     g.drawArc(30, 200, 40,50,90,60);
     g.fillArc(30, 130, 40,50,180,40);
  }
     public static void main(String[] args) {
     DisplayGraphics m=new DisplayGraphics();
     JFrame f=new JFrame();
     f.add(m);
     f.setSize(400,400);
     //f.setLayout(null);
     f.setVisible(true);
  }
}
```

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