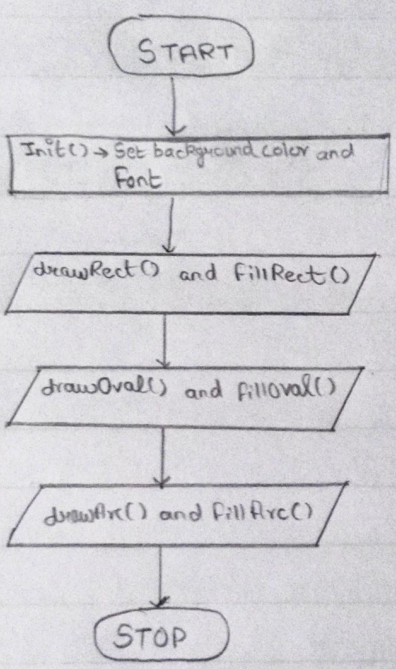
Practical No 16

Aim : Create, debug and run java programs based on graphics to draw, fill, different shape.

Flowchart :



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Practical No. 16

Aim: Create, debug and run Java programs based on graphics to draw, fill, different shapes.

Theory:

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

The methods commonly used from the Graphics class are:

1. public abstract void drawString(String str, int x, int y);
2. public void drawRect(int x, int y, int height, int width);
3. public abstract void fillRect(int x, int y, int width, int height);
4. public abstract void drawOval(int x, int y, int width, int height);
5. public abstract void fillOval(int x, int y, int width, int ~~arc~~ height);
6. public abstract void drawLine(int x_1, int y_1, int x_2, int y_2);
7. ~~pt~~ public abstract ~~void~~ boolean drawImage(Image ping, int x, int y, Image Observer observer);
8. public abstract void drawArc(int x, int y, int width, int height, int ~~startAngle~~, int arcAngle);
9. public abstract void fillArc(int x, int y, int width, int height, int ~~startAngle~~, int arcAngle);
10. public abstract ~~void~~ void setColor(Color c);
11. public abstract void setFont(Font font);

Conclusion :

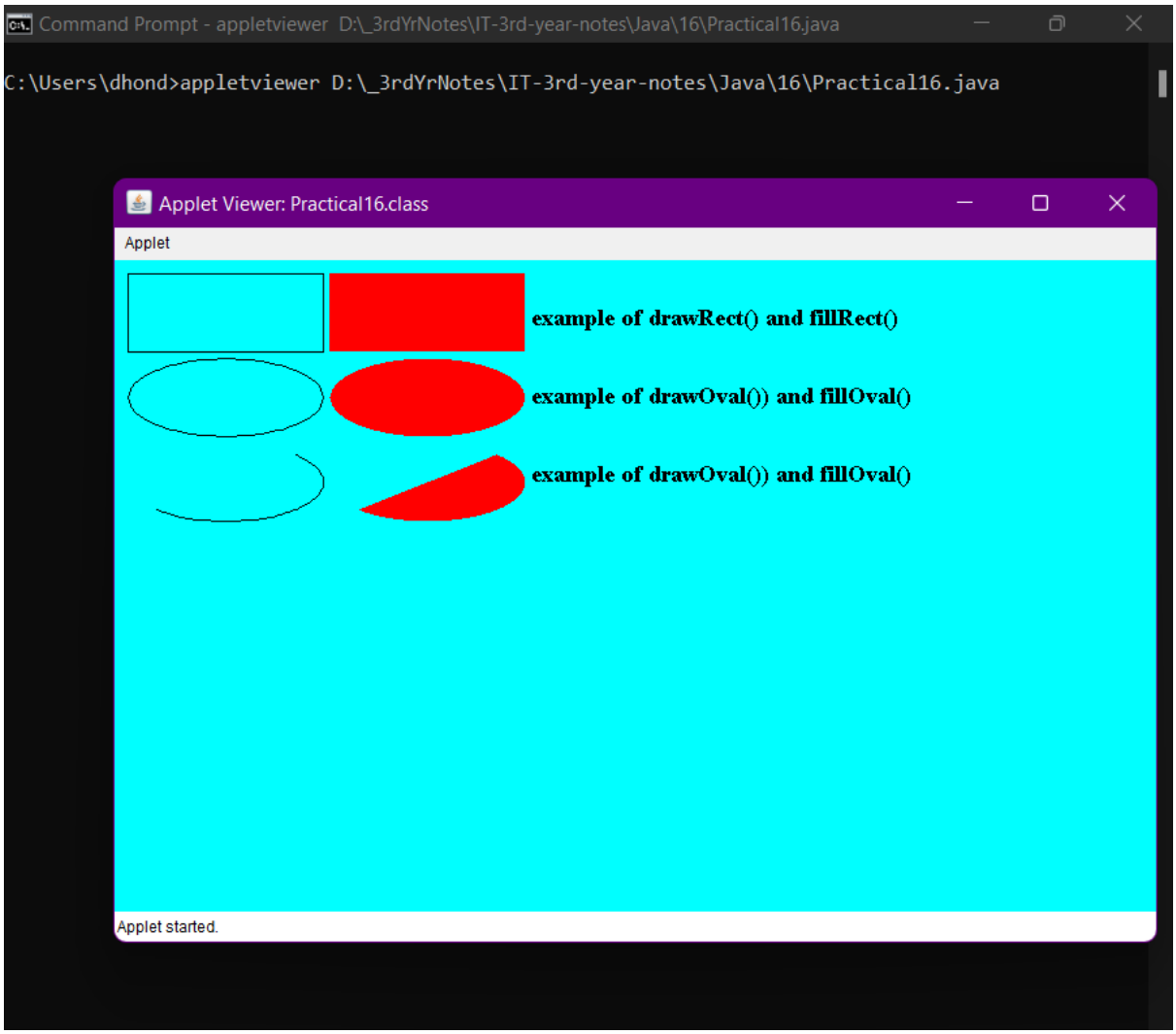
Hence, I created, debugged and executed Java programs based on graphics to draw, fill, different shapes.

Code:

Practical16.java

```
import java.awt.*;
import java.applet.*;
/*<applet code="Practical16.class" height="500" width="800"></applet>*/
public class Practical16 extends Applet{
  Font f1,f2;
  public void init(){
    setBackground(Color.CYAN);
    f2 = new Font("Times New Roman",Font.BOLD,18);
  }

  public void paint(Graphics g){
    f1 = g.getFont();
    g.drawRect(10,10,150,60);
    g.setColor(Color.RED);
    g.fillRect(165,10,150,60);
    g.setColor(Color.BLACK);
    g.setFont(f2);
    g.drawString("example of drawRect() and fillRect()",320,50);

    g.setColor(Color.BLACK);
    g.drawOval(10,75,150,60);
    g.setColor(Color.RED);
    g.fillOval(165,75,150,60);
    g.setColor(Color.BLACK);
    g.setFont(f2);
    g.drawString("example of drawOval()) and fillOval()",320,110);

    g.setColor(Color.BLACK);
    g.drawArc(10,140,150,60,45,-180);
    g.setColor(Color.RED);
    g.fillArc(165,140,150,60,45,-180);
    g.setColor(Color.BLACK);
    g.setFont(f2);
    g.drawString("example of drawOval()) and fillOval()",320,170);

  }

}
```

Output:



Applet using Graphics class

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Conclusion:

Hence, I created, debugged and executed Java programs based on graphics to draw, fill, different shapes.