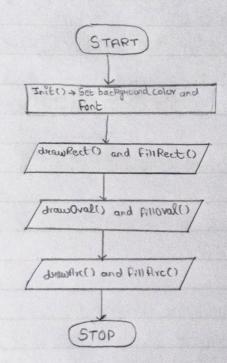
Aim: Greate, debug and own java programs based on graphics to draw,

Flowchart:



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Beactical No. 16

Aim: Greate, debug and sour Jova 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, inty, int height, int width);
- 3. public abstract void fill Rect (int x, int y, int width, int height):
- 4. public abstract void draw Oval (int x, inty, int width, int height);
- 5. public abstract void filloval (int x, int y, int width, int are);
- 6. public abstract void drawline (int x, int y, int x2, int y2);
- 7. phpublic abstract word boolean duawImage (Image Ping, int x, inty,
 Image Observer abserver):
- 8. public abstract wild drawfre (int x, int y, int width, int beight, int stockfigle, int anchagle):
- 9. public abstract void AllArc (int x, int y, int width, int beight, int statingle, int archage);
- 10. public abstract or void setColor (color c);
- 11. public abstract void setFont(Font font);

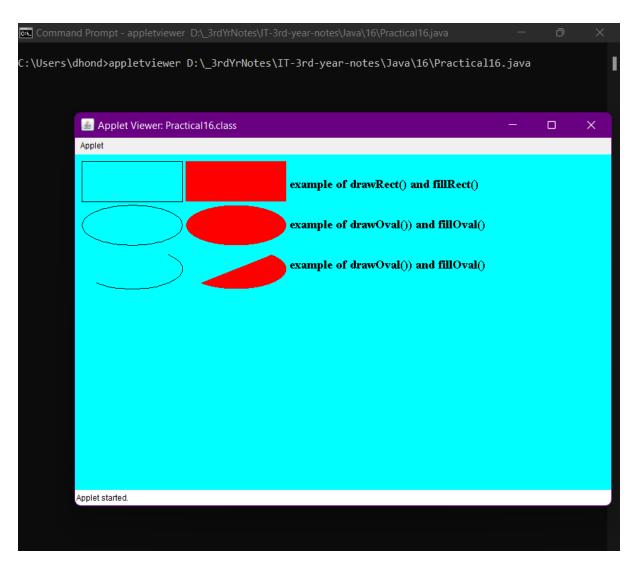
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Code:

Practical16.java

```
import java.awt.*;
import java.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

Conclusion:

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