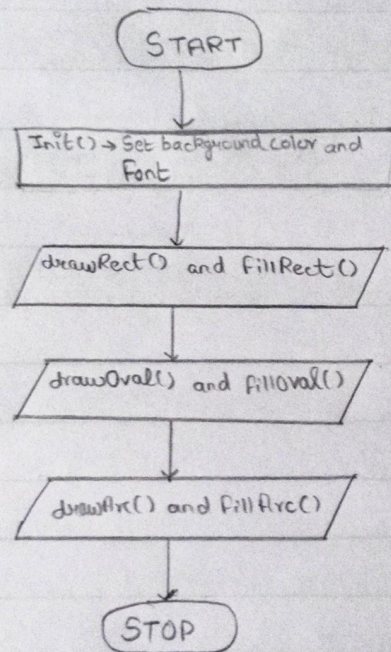


Practical No 16

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

Flowchart :



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 ^{height} ~~size~~);
6. public abstract void drawLine(int x₁, int y₁, int x₂, int y₂);
7. ~~public abstract void~~ public abstract boolean drawImage(Image img, int x, int y, ImageObserver 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.