

Experiment No - 15

Aim → To implement program for animated shape using graphics and applets.

Resource Required → JDK 1.8 and above, Note Pad, printer.

Theory →

A polygon is a closed with a finite set of line segments joining one vertex to another. Each pair is a vertex of the polygon. A line is drawn between two successive coordinate pairs. A line segment is drawn from the first pair to the last pair.

Displaying Graphics in Applets →

The graphics class provides method for graphic programming.

Common Graphic Methods →

drawString (string str, int x, int y) → Draw a specified string.

drawRect (int x, int y, int width, int height) → Draws a rectangle.



(iii) `Public abstract void drawOval (int x, int y, int width, int height) →`

Draw an oval with default values.

(iv) `Public abstract void fillOval (int x, int y, int width, int height) →`
Fills an oval with default values.

(v) `drawLine (int x1, int y1, int x2, int y2) →`
Draw a line between two points.

(vi) `boolean drawImage (Image img, int x, int y, Image Observer obs) →`
Draws a specified image.

(vii) `boolean drawImage (Image img, int x, int width, int height, int start X, int start Y, int width, int height) →`
Draw a scaled and cropped image.

(viii) `Fill Arc (int x, int y, int width, int height, int start Angle, int arc Angle) →` Fills a circular arc.

(ix) `Set color (color c) →` Sets the current color to the specified color.

(x) `Set Font (font f) →` Sets the current font.

Conclusion → Thus we have implemented program for fill polygon method and animation using applets.