**drawRect() & drawRoundRect()**

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| **package** com.company;  **import** java.awt.\*; **import** java.awt.event.WindowAdapter; **import** java.awt.event.WindowEvent;    **public class** Main {  **public static void** main(String[] args) {   extendFrame ef = **new** extendFrame();  }  }  **class** extendFrame **extends** Frame{   *//constructor* **public** extendFrame(){  setVisible(**true**);  setSize(200, 200);  setLocation(500, 150);  setBackground(Color.***orange***);  setForeground(Color.***BLUE***);  addWindowListener(  **new** WindowAdapter() {  @Override  **public void** windowClosing(WindowEvent e) {  System.*exit*(0);  }  }  );  }   @Override  **public void** paint(Graphics g) {  **int** x = 50;  **int** y = 50;  **int** width = 150;  **int** height = 200;   g.drawRect(x, y, width, height);  } } |  |

**drawRoundRect()**

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**fillRect()**

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**It appeared blue because foreground color is given blue;**

**If we want another rectangle that will give you same color, We need to use the following code to privent that;**

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| @Override **public void** paint(Graphics g) {  g.fillRect(100, 100, 200, 200);  g.fillRect(310, 100, 100, 100); } | **A screenshot of a cell phone  Description generated with high confidence** |
| @Override **public void** paint(Graphics g) {  g.fillRect(100, 100, 200, 200);  g.setColor(Color.***cyan***);  g.fillRect(310, 100, 100, 100); } | **A picture containing screenshot  Description generated with very high confidence** |

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| @Override **public void** paint(Graphics g) {  g.fillRect(100, 100, 200, 200);  g.setColor(Color.***cyan***);  g.fillRect(310, 100, 100, 100);  *//nested drawings* g.fillRect(120, 120, 160, 160);  g.setColor(Color.***MAGENTA***);  g.fillRect(140, 140, 120, 120); } | **A picture containing screenshot  Description generated with high confidence** |
| **When you want this boxes will appear one after one after a number of time** | |
| @Override **public void** paint(Graphics g) {  **try** {  g.fillRect(100, 100, 200, 200);  Thread.*sleep*(1000);  g.setColor(Color.***orange***);  g.fillRect(120, 120, 160, 160);  Thread.*sleep*(1000);  g.setColor(Color.***MAGENTA***);  g.fillRect(140, 140, 120, 120);  } **catch** (Exception e) {   } } |  |
| **You can do this on any methods.** | |