**drawOval()**

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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;  **int** curveat\_x = 100;  **int** curveat\_y = 40;   *//g.drawRect(x, y, width, height);* g.drawOval(x, y, width, height);  } } |  |

**drawArc()**

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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;  **int** Starting\_angle = 90;  **int** moving\_angle = 180;   g.drawArc(x, y, width, height, Starting\_angle, moving\_angle);  g.drawArc(300, 300, width, height, 90, 270);  } } |  |

**drawPolygon()**

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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[] = {200,300, 200, 150, 100};  **int** y[] = {100, 200, 400, 400, 200};  **int** no\_of\_points = 5;  g.drawPolygon(x, y, no\_of\_points);  } } |  |

**It takes the 1st x[] val and 1st y[] val to generate the points.**

**N = number of points**