**Displaying Graphics in Applet**

java.awt.Graphics class provides many methods for graphics programming.

Commonly used methods of Graphics class:

1. **public abstract void drawString(String str, int x, int y):** is used to draw the specified string.
2. **public void drawRect(int x, int y, int width, int height):** draws a rectangle with the specified width and height.
3. **public abstract void fillRect(int x, int y, int width, int height):** is used to fill rectangle with the default color and specified width and height.
4. **public abstract void drawOval(int x, int y, int width, int height):** is used to draw oval with the specified width and height.
5. **public abstract void fillOval(int x, int y, int width, int height):** is used to fill oval with the default color and specified width and height.
6. **public abstract void drawLine(int x1, int y1, int x2, int y2):** is used to draw line between the points(x1, y1) and (x2, y2).
7. **public abstract boolean drawImage(Image img, int x, int y, ImageObserver observer):** is used draw the specified image.
8. **public abstract void drawArc(int x, int y, int width, int height, int startAngle, int arcAngle):** is used draw a circular or elliptical arc.
9. **public abstract void fillArc(int x, int y, int width, int height, int startAngle, int arcAngle):** is used to fill a circular or elliptical arc.
10. **public abstract void setColor(Color c):** is used to set the graphics current color to the specified color.
11. **public abstract void setFont(Font font):** is used to set the graphics current font to the specified font.

**public abstract void drawString(String str, int x, int y)**



