

Methods declared in supertypes are hidden in subtypes



Accessors

int getWindingRule () boolean isDone ()

int currentSegment (float[] coords) Other Public Methods

int currentSegment (double[] coords)

int WIND_EVEN_ODD,

WIND_NON_ZERO, SEG_MOVETO, SEG_LINETO, SEG_QUADTO, SEG CUBICTO, SEG CLOSE

FlatteningPathIterator

FlatteningPathIterator (PathIterator src, double flatness, int limit) FlatteningPathIterator (PathIterator src, double flatness)

double getFlatness()

int getRecursionLimit() int getWindingRule ()

Other Public Methods boolean isDone ()

int currentSegment (float[] coords)

int currentSegment (double[] coords) void next ()

- Cloneable

Serializable

AffineTransform

AffineTransform (AffineTransform Tx) AffineTransform (

AffineTransform (float[] flatmatrix)

AffineTransform (double[] flatmatrix)

Affine Transform (double m00, double m10, double m01, double m11, double m02, double m12) AffineTransform (float m00, float m10, float m01, float m11, float m02, float m12)

Affine Transform get Rotate Instance (double theta) Static Methods

AffineTransform getRotateInstance (double theta, double x, double y)

AffineTransform getScaleInstance (double sx, double sy)

Affine Transform getShearInstance (double shx, double shy) AffineTransform getTranslateInstance (double tx, double ty)

Accessors

double getDeterminant()

void getMatrix (double]] flatmatrix) double getScaleX ()

double getScaleY() double getShearX ()

double getShearY ()

double getTranslateX ()

double getTranslateY() int getType ()

void setToldentity () boolean isldentity ()

void setToRotation (double theta, double x, double y) void setToRotation (double theta)

void setToShear (double shx, double shy) void setToScale (double sx, double sy)

void setToTranslation (double tx, double ty) void setTransform (AffineTransform Tx)

void setTransform (double m00, double m10, double m01, double m11, double m02, double m12)

boolean equals (Object obj) Object clone ()

Object

int hashCode ()

String toString () Other Public Methods void concatenate (AffineTransform Tx) AffineTransform createInverse () &

Point2D deltaTransform (Point2D ptSrc, Point2D ptDst) Shape createTransformedShape (Shape pSrc)

void deltaTransform (double∐ srcPts, int srcOff, double∐ dstPts, int dstOff, int numPts) Point2D inverseTransform (Point2D ptSrc, Point2D ptDst) ↓

void preConcatenate (AffineTransform Tx) void rotate (double theta) void rotate (double theta, double x, double y)

void shear (double shx, double shy) void scale (double sx, double sy)

void transform (Point2D[] ptSrc, int srcOff, Point2D[] ptDst, int dstOff, int numPts) Point2D transform (Point2D ptSrc, Point2D ptDst)

void transform (float[] srcPts, int srcOff, float[] dstPts, int dstOff, int numPts) void transform (double[] srcPts, int srcOff, double[] dstPts, int dstOff, int numPts) void transform (float[] srcPts, int srcOff, double[] dstPts, int dstOff, int numPts)

void transform (double[] srcPts, int srcOff, float[] dstPts, int dstOff, int numPts) void translate (double tx, double ty) int TYPE_IDENTITY, TYPE_TRANSLATION, TYPE_UNIFORM_SCALE, TYPE_GENERAL_SCALE, TYPE_ELIP, TYPE_QUADRANT_ROTATION, TYPE_GENERAL_ROTATION, TYPE_GENERAL_TRANSFORM

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