



java.awt.geom.*


Lines

Methods declared in supertypes are hidden in subtypes

 java.awt. **Shape**


Accessors
Rectangle getBounds ()
Rectangle2D getBounds2D ()
PathIterator getPathIterator (AffineTransform at)
PathIterator getPathIterator (AffineTransform at, double flatness)
Other Public Methods
boolean contains (Point2D p)
boolean contains (Rectangle2D r)
boolean contains (double x, double y)
boolean contains (double x, double y, double w, double h)
boolean intersects (Rectangle2D r)
boolean intersects (double x, double y, double w, double h)

 **Cloneable**


 **Line2D**

Line2D ()

Static Methods
boolean **linesIntersect** (double X1, double Y1, double X2, double Y2, double X3, double Y3, double X4, double Y4)
double **ptLineDist** (double X1, double Y1, double X2, double Y2, double PX, double PY)
double **ptLineDistSq** (double X1, double Y1, double X2, double Y2, double PX, double PY)
double **ptSegDist** (double X1, double Y1, double X2, double Y2, double PX, double PY)
double **ptSegDistSq** (double X1, double Y1, double X2, double Y2, double PX, double PY)
int **relativeCCW** (double X1, double Y1, double X2, double Y2, double PX, double PY)
Accessors
Point2D getP1 ()
Point2D getP2 ()
double getX1 ()
double getX2 ()
double getY1 ()
double getY2 ()
void setLine (Line2D l)
void setLine (Point2D p1, Point2D p2)
void setLine (double X1, double Y1, double X2, double Y2)
Object
Object clone ()
Other Public Methods
boolean intersectsLine (Line2D l)
boolean intersectsLine (double X1, double Y1, double X2, double Y2)
double ptLineDist (Point2D pt)
double ptLineDist (double PX, double PY)
double ptLineDistSq (Point2D pt)
double ptLineDistSq (double PX, double PY)
double ptSegDist (Point2D pt)
double ptSegDist (double PX, double PY)
double ptSegDistSq (Point2D pt)
double ptSegDistSq (double PX, double PY)
int relativeCCW (Point2D p)
int relativeCCW (double PX, double PY)
class **Double**
class **Float**

 **Line2D.Double**

Double ()
Double (Point2D p1, Point2D p2)
Double (double X1, double Y1, double X2, double Y2)
double x1, y1, x2, y2

 **Line2D.Float**

Float ()
Float (Point2D p1, Point2D p2)
Float (float X1, float Y1, float X2, float Y2)
void setLine (float X1, float Y1, float X2, float Y2)
float x1, y1, x2, y2



Cloneable



QuadCurve2D

QuadCurve2D ()

Static Methods

```
double getFlatness (double coords[], int offset)
double getFlatness (double x1, double y1, double ctrlx, double ctrly, double x2, double y2)
double getFlatnessSq (double coords[], int offset)
double getFlatnessSq (double x1, double y1, double ctrlx, double ctrly, double x2, double y2)
int solveQuadratic (double eqn[])
int solveQuadratic (double eqn[], double res[])
void subdivide (QuadCurve2D src, QuadCurve2D left, QuadCurve2D right)
void subdivide (double src[], int srcOff, double left[], int leftOff, double right[], int rightOff)
```

Accessors

```
Point2D getCtrlPt ()
double getCtrlX ()
double getCtrlY ()
double getFlatness ()
double getFlatnessSq ()
Point2D getP1 ()
Point2D getP2 ()
double getX1 ()
double getX2 ()
double getY1 ()
double getY2 ()
void setCurve (QuadCurve2D c)
void setCurve (double[] coords, int offset)
void setCurve (Point2D[] pts, int offset)
void setCurve (Point2D p1, Point2D cp, Point2D p2)
void setCurve (double x1, double y1, double ctrlx, double ctrly, double x2, double y2)
```

Object

```
Object clone ()
```

Other Public Methods

```
void subdivide (QuadCurve2D left, QuadCurve2D right)
```

class Double

class Float



QuadCurve2D.Double

Double ()

Double (double x1, double y1, double ctrlx, double ctrly, double x2, double y2)

double x1, y1, ctrlx, ctrly, x2, y2



QuadCurve2D.Float

Float ()

Float (float x1, float y1, float ctrlx, float ctrly, float x2, float y2)

void setCurve (float x1, float y1, float ctrlx, float ctrly, float x2, float y2)

float x1, y1, ctrlx, ctrly, x2, y2



Cloneable



CubicCurve2D

CubicCurve2D ()

Static Methods

```
double getFlatness (double coords[], int offset)
double getFlatness (double x1, double y1, double ctrlx1, double ctrly1, double ctrlx2, double ctrly2, double x2, double y2)
double getFlatnessSq (double coords[], int offset)
double getFlatnessSq (double x1, double y1, double ctrlx1, double ctrly1, double ctrlx2, double ctrly2, double x2, double y2)
int solveCubic (double eqn[])
int solveCubic (double eqn[], double res[])
void subdivide (CubicCurve2D src, CubicCurve2D left, CubicCurve2D right)
void subdivide (double src[], int srcOff, double left[], int leftOff, double right[], int rightOff)
```

Accessors

```
Point2D getCtrlP1 ()
Point2D getCtrlP2 ()
double getCtrlX1 ()
double getCtrlX2 ()
double getCtrlY1 ()
double getCtrlY2 ()
double getFlatness ()
double getFlatnessSq ()
Point2D getP1 ()
Point2D getP2 ()
double getX1 ()
double getX2 ()
double getY1 ()
double getY2 ()
void setCurve (CubicCurve2D c)
void setCurve (double[] coords, int offset)
void setCurve (Point2D[] pts, int offset)
void setCurve (Point2D p1, Point2D cp1, Point2D cp2, Point2D p2)
void setCurve (double x1, double y1, double ctrlx1, double ctrly1, double ctrlx2, double ctrly2, double x2, double y2)
```

Object

```
Object clone ()
```

Other Public Methods

```
void subdivide (CubicCurve2D left, CubicCurve2D right)
```

class Double

class Float



CubicCurve2D.Double

Double ()

Double (double x1, double y1, double ctrlx1, double ctrly1, double ctrlx2, double ctrly2, double x2, double y2)

double x1, y1, ctrlx1, ctrly1, ctrlx2, ctrly2, x2, y2



CubicCurve2D.Float

Float ()

Float (float x1, float y1, float ctrlx1, float ctrly1, float ctrlx2, float ctrly2, float x2, float y2)

void setCurve (float x1, float y1, float ctrlx1, float ctrly1, float ctrlx2, float ctrly2, float x2, float y2)

float x1, y1, ctrlx1, ctrly1, ctrlx2, ctrly2, x2, y2