# ■ java.awt.font.\*

### Attribute

Methods declared in supertypes are hidden in subtypes

## ( Serializable

### int TOP\_ALIGNMENT, BOTTOM\_ALIGNMENT, ROMAN\_BASELINE, void draw (Graphics2D graphics, float x, float y) CENTER BASELINE, HANGING BASELINE GlyphJustificationInfo getJustificationInfo () int getAlignment () float getAdvance () float getDescent () Rectangle2D getBounds () # Graphic Attribute (int alignment) float getAscent () GraphicAttribute

### ImageGraphicAttribute (Image image, intalignment, float originX, float originY) Shape Graphic Attribute (Shape shape, int alignment, boolean stroke) ImageGraphicAttribute (Image image, int alignment) boolean equals (ShapeGraphicAttribute rhs) boolean equals (ImageGraphicAttribute rhs) A ShapeGraphic Attribute ImageGraphicAttribute boolean equals (Object rhs) boolean equals (Object rhs) boolean STROKE, FILL int hashCode () int hashCode ()



## **NumericShaper**

NumericShaper getContextualShaper (int ranges)
NumericShaper getContextualShaper (int ranges, int defaultContext) NumericShaper getShaper (int singleRange)

TransformAttribute (AffineTransform transform)

AffineTransform getTransform()

boolean

A TransformAttribute

boolean isContextual () int getRanges ()

boolean equals (Object o)

void shape (char] text, int start, int count) int hashCode () String toString ()

void shape (char[] text, int start, int count, int context)

BENGALI, GURMUKHI, GUJARATI, ORIYA, TAMIL, TELUGU, KANNADA, MALAYALAM, THAI, LAO, TIBETAN, MYANMAR, int EUROPEAN, ARABIC, EASTERN\_ARABIC, DEVANAGARI, ETHIOPIC, KHMER, MONGOLIAN, ALL RANGES www.falkhausen.de Version 0.8 Copyright 2002 by Markus Falkhausen. All rights reserved.

boolean equals (Object obj) int hashCode () # String getName ()

java.text. AttributedCharacterIterator.Attribute

# Attribute (String name)

# Object readResolve () & String toString ()

Attribute LANGUAGE, READING, INPUT METHOD SEGMENT

### TextAttribute

# TextAttribute (String name)

FONT, CHAR\_REPLACEMENT, TRANSFORM, SUPERSCRIPT, BACKGROUND, UNDERLINE, TextAttribute FAMILY, WEIGHT, WIDTH, STRIKETHROUGH, RUN\_DIRECTION, POSTURE, SIZE FOREGROUND,

INPUT\_METHOD\_UNDERLINE, INPUT\_METHOD\_HIGHLIGHT, BIDI EMBEDDING, JUSTIFICATION,

NUMERIC\_SHAPING SWAP COLORS

WEIGHT\_LIGHT, WEIGHT\_DEMILIGHT, WEIGHT\_DEMIBOLD, WEIGHT\_BOLD, Float WEIGHT\_EXTRA\_LIGHT, WEIGHT\_SEMIBOLD, WEIGHT REGULAR, WEIGHT\_MEDIUM,

WIDTH\_SEMI\_CONDENSED, WEIGHT\_EXTRABOLD, WEIGHT\_ULTRABOLD, WIDTH\_CONDENSED WEIGHT\_HEAVY,

WIDTH\_SEMI\_EXTENDED, POSTURE\_REGULAR, POSTURE\_OBLIQUE, WIDTH EXTENDED, WIDTH\_REGULAR,

JUSTIFICATION\_FULL

UNDERLINE\_LOW\_ONE\_PIXEL, UNDERLINE\_LOW\_TWO\_PIXEL, UNDERLINE\_LOW\_DOTTED, Integer SUPERSCRIPT\_SUPER, SUPERSCRIPT\_SUB, JUSTIFICATION NONE UNDERLINE\_ON,

UNDERLINE\_LOW\_GRAY, UNDERLINE\_LOW\_DASHED Boolean STRIKETHROUGH\_ON, RUN\_DIRECTION\_LTR, RUN\_DIRECTION\_RTL

SWAP\_COLORS\_ON