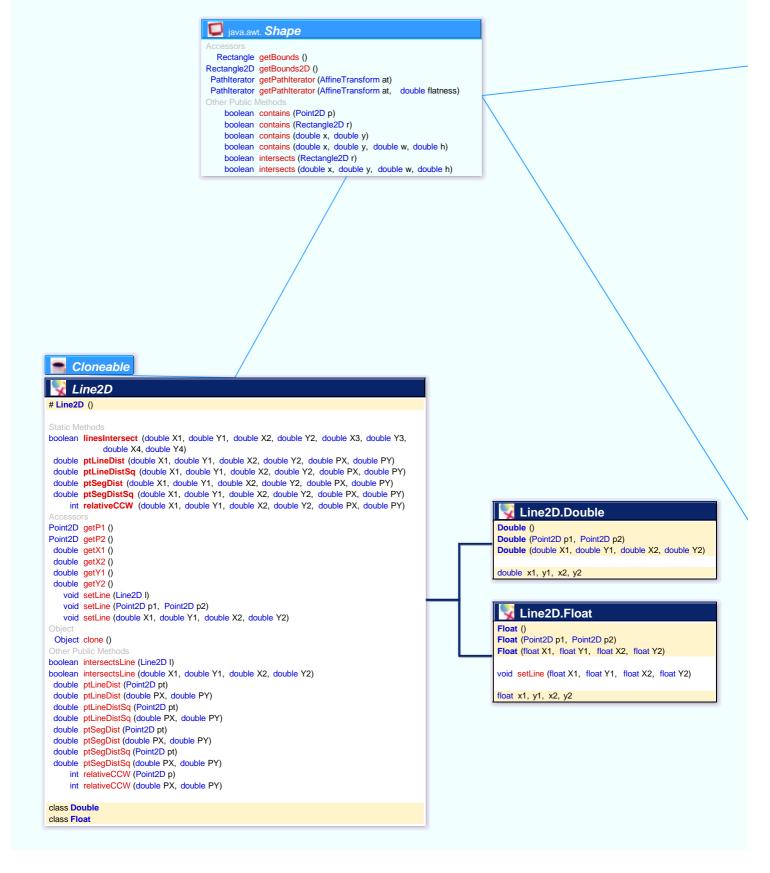
🔽 java.awt.geom.*

Lines

Methods declared in supertypes are hidden in subtypes



```
Cloneable
```

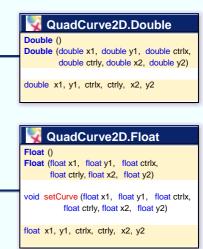
```
QuadCurve2D
# QuadCurve2D ()
Static Methods
 double getFlatness (double coords[], int offset)
 double getFlatness (double x1, double y1, double ctrlx, double ctrly, double x2, double y2)
 double getFlatnessSq (double coords[], int offset)
 double getFlatnessSq (double x1, double y1, double ctrlx, 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)
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 clone ()
   void subdivide (QuadCurve2D left, QuadCurve2D right)
class Double
class Float
```

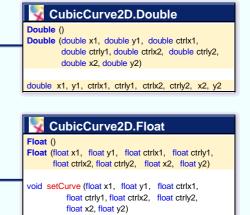


Object clone ()

class **Double**

```
CubicCurve2D
# CubicCurve2D ()
 double getFlatness (double coords[], int offset)
 double getFlatness (double x1, double y1, double ctrlx1, double ctrly1, double ctrlx2,
              double ctrly2, double x2, double y2)
 \  \  \, \text{double } \, \, \text{\textbf{getFlatnessSq}} \, \, \text{(double coords[], int offset)}
 double \ \ \textbf{getFlatnessSq} \ \ (double \ x1, \ double \ y1, \ double \ ctrlx1, \ double \ ctrlx1, \ 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)
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 ctrlx1, double ctrlx2,
              double ctrly2, double x2, double y2)
```





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

void subdivide (CubicCurve2D left, CubicCurve2D right)