

java.awt.*

Paint, Stroke, Composite

Methods declared in supertypes are hidden in subtypes

PaintContext

Accessors

ColorModel **getColorModel** ()

Raster **getRaster** (int x, int y, int w, int h)

Other Public Methods

void **dispose** ()

Transparency

int **getTransparency** ()

int **OPAQUE**, **BITMASK**, **TRANSLUCENT**

Paint

PaintContext **createContext** (ColorModel cm, Rectangle deviceBounds, Rectangle2D userBounds, AffineTransform xform,

Stroke

Shape **createStrokedShape** (Shape p)

BasicStroke

BasicStroke ()

BasicStroke (float width)

BasicStroke (float width, int cap, int join)

BasicStroke (float width, int cap, int join, float miterlimit)

BasicStroke (float width, int cap, int join, float miterlimit, float dash[], float dash_phase)

Accessors

float[] **getDashArray** ()

float **getDashPhase** ()

int **getEndCap** ()

int **getLineJoin** ()

float **getLineWidth** ()

float **getMiterLimit** ()

Object

boolean **equals** (Object obj)

int **hashCode** ()

int **JOIN_MITER**, **JOIN_ROUND**, **JOIN_BEVEL**, **CAP_BUTT**, **CAP_ROUND**, **CAP_SQUARE**

Serializable

Color

Color (int rgb)

Color (int rgba, boolean hasalpha)

Color (int r, int g, int b)

Color (float r, float g, float b)

Color (ColorSpace cspace, float components[], float alpha)

Color (int r, int g, int b, int a)

Color (float r, float g, float b, float a)

Static Methods

int **HSBtoRGB** (float hue, float saturation, float brightness)

float[] **RGBtoHSB** (int r, int g, int b, float[] hsbvals)

Color **decode** (String nm)

Color **getColor** (String nm)

Color **getColor** (String nm, Color v)

Color **getColor** (String nm, int v)

Color **getHSBColor** (float h, float s, float b)

Accessors

int **getAlpha** ()

int **getBlue** ()

float[] **getColorComponents** (float[] compArray)

float[] **getColorComponents** (ColorSpace cspace, float[] compArray)

ColorSpace **getColorSpace** ()

float[] **getComponents** (float[] compArray)

float[] **getComponents** (ColorSpace cspace, float[] compArray)

int **getGreen** ()

int **getRGB** ()

float[] **getRGBColorComponents** (float[] compArray)

float[] **getRGBComponents** (float[] compArray)

int **getRed** ()

Object

boolean **equals** (Object obj)

int **hashCode** ()

String **toString** ()

Other Public Methods

Color **brighter** ()

Color **darker** ()

Color **white**, **WHITE**, **lightGray**, **LIGHT_GRAY**, **gray**, **GRAY**, **darkGray**, **DARK_GRAY**, **black**, **BLACK**, **red**, **RED**, **pink**, **PINK**, **orange**, **ORANGE**, **yellow**, **YELLOW**, **green**, **GREEN**, **magenta**, **MAGENTA**, **cyan**, **CYAN**, **blue**, **BLUE**

SystemColor

int **DESKTOP**, **ACTIVE_CAPTION**, **ACTIVE_CAPTION_TEXT**, **ACTIVE_CAPTION_BORDER**, **INACTIVE_CAPTION**, **INACTIVE_CAPTION_TEXT**, **INACTIVE_CAPTION_BORDER**, **WINDOW**, **WINDOW_BORDER**, **WINDOW_TEXT**, **MENU**, **MENU_TEXT**, **TEXT**, **TEXT_TEXT**, **TEXT_HIGHLIGHT**, **TEXT_HIGHLIGHT_TEXT**, **TEXT_INACTIVE_TEXT**, **CONTROL**, **CONTROL_TEXT**, **CONTROL_HIGHLIGHT**, **CONTROL_LT_HIGHLIGHT**, **CONTROL_SHADOW**, **CONTROL_DK_SHADOW**, **SCROLLBAR**, **INFO**, **INFO_TEXT**, **NUM_COLORS**

SystemColor **desktop**, **activeCaption**, **activeCaptionText**, **activeCaptionBorder**, **inactiveCaption**, **inactiveCaptionText**, **inactiveCaptionBorder**, **window**, **windowBorder**, **windowText**, **menu**, **menuText**, **text**, **textText**, **textHighlight**, **textHighlightText**, **textInactiveText**, **control**, **controlText**, **controlHighlight**, **controlLtHighlight**, **controlShadow**, **controlDkShadow**, **scrollbar**, **info**, **infoText**

GradientPaint

GradientPaint (Point2D pt1, Color color1, Point2D pt2, Color color2)

GradientPaint (Point2D pt1, Color color1, Point2D pt2, Color color2, boolean cyclic)

GradientPaint (float x1, float y1, Color color1, float x2, float y2, Color color2)

GradientPaint (float x1, float y1, Color color1, float x2, float y2, Color color2, boolean cyclic)

Color **getColor1** ()

Color **getColor2** ()

Point2D **getPoint1** ()

Point2D **getPoint2** ()

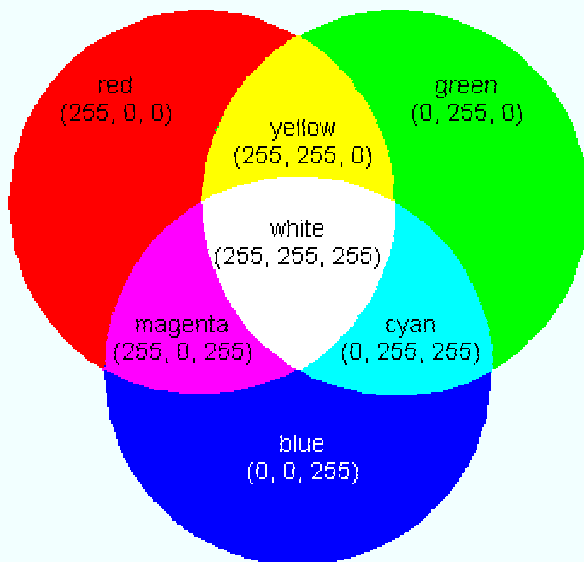
boolean **isCyclic** ()

TexturePaint

TexturePaint (BufferedImage ttr, Rectangle2D anchor)

Rectangle2D **getAnchorRect** ()

BufferedImage **getImage** ()



white (255, 255, 255)
lightGray (192, 192, 192)
gray (128, 128, 128)
darkGray (64, 64, 64)
black (0, 0, 0)



Composite

CompositeContext **createContext** (ColorModel srcColorModel, ColorModel dstColorModel, RenderingHints hints)



AlphaComposite

Static Methods

AlphaComposite **getInstance** (int rule)

AlphaComposite **getInstance** (int rule, float alpha)

Accessors

float **getAlpha** ()

int **getRule** ()

Object

boolean **equals** (Object obj)

int **hashCode** ()

int CLEAR, SRC, DST, SRC_OVER, DST_OVER, SRC_IN, DST_IN, SRC_OUT, DST_OUT, SRC_ATOP, DST_ATOP, XOR

AlphaComposite Clear, Src, Dst, SrcOver, DstOver, SrcIn, DstIn, SrcOut, DstOut, SrcAtop, DstAtop, Xor



CompositeContext

void **compose** (Raster src, Raster dstIn, WritableRaster dstOut)

void **dispose** ()