☐ java.awt.*
Paint, Stroke, Composite
Methods declared in supertypes are hidden in subtypes

☐ *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

☐ *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,

☐ 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

☐ *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

☐ 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 ()
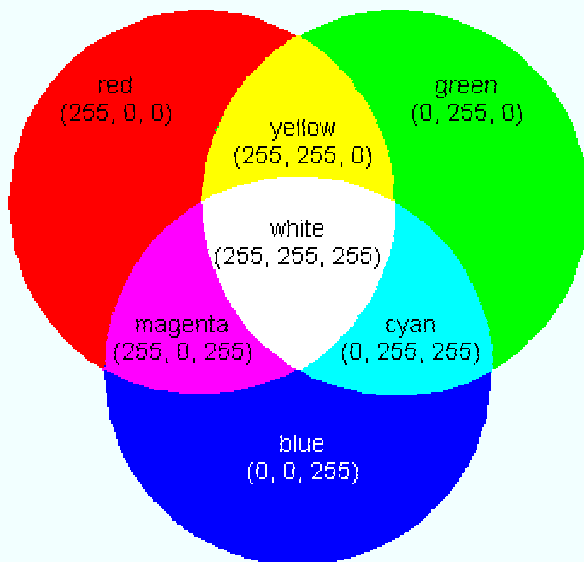Point2D getPoint1 ()
Point2D getPoint2 ()
boolean isCyclic ()

☐ TexturePaint

TexturePaint (BufferedImage txtr, Rectangle2D anchor)

  Rectangle2D getAnchorRect ()
BufferedImage getImage ()

red
(255, 0, 0)

green
(0, 255, 0)

yellow
(255, 255, 0)

white
(255, 255, 255)

magenta
(255, 0, 255)

cyan
(0, 255, 255)

blue
(0, 0, 255)

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 ()