


 **java.awt.geom.\***

# Rectangles

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**

 **RectangularShape**

# RectangularShape ()

Accessors

double

getCenterX ()

double

getCenterY ()

Rectangle2D

get / setFrame ()

double

getHeight ()

double

getMaxX ()

double

getMaxY ()

double

getMinX ()

double

getMinY ()

double

getWidth ()

double

getX ()

double

getY ()

boolean

isEmpty ()

void

setFrame (Point2D loc, Dimension2D size)

void

setFrame (double x, double y, double w, double h)

void

setFrameFromCenter (Point2D center, Point2D corner)

void

setFrameFromCenter (double centerX, double centerY, double cornerX, double cornerY)

void

setFrameFromDiagonal (Point2D p1, Point2D p2)

void

setFrameFromDiagonal (double x1, double y1, double x2, double y2)

Object

Object

clone ()

 **Rectangle2D**

# Rectangle2D ()

Static Methods

void

intersect (Rectangle2D src1, Rectangle2D src2, Rectangle2D dest)

void

union (Rectangle2D src1, Rectangle2D src2, Rectangle2D dest)

Accessors

void

setRect (Rectangle2D r)

void

setRect (double x, double y, double w, double h)

Collectors

void

add (Point2D pt)

void

add (Rectangle2D r)

void

add (double newx, double newy)

Object

boolean

equals (Object obj)

int

hashCode ()

Other Public Methods

Rectangle2D

createIntersection (Rectangle2D r)

Rectangle2D

createUnion (Rectangle2D r)

boolean

intersectsLine (Line2D l)

boolean

intersectsLine (double x1, double y1, double x2, double y2)

int

outcode (Point2D p)

int


outcode (double x, double y)

int

OUT\_LEFT, OUT\_TOP, OUT\_RIGHT, OUT\_BOTTOM

class Double

class Float

 **Serializable**

 **java.awt. Rectangle**

Rectangle

()

Rectangle

(Rectangle r)

Rectangle

(Point p)

Rectangle

(Dimension d)

Rectangle

(int width, int height)

Rectangle

(Point p, Dimension d)

Rectangle

(int x, int y, int width, int height)

Accessors

Point

get / setLocation ()

Dimension

get / setSize ()

void

setBounds (int x, int y, int width, int height)

void

setLocation (int x, int y)

void

setSize (int width, int height)

Collectors

void

add (Point pt)

void

add (Rectangle r)

void

add (int newx, int newy)

Object

String

toString ()

Other Public Methods

boolean

contains (Point p)

boolean

contains (Rectangle r)

boolean

contains (int x, int y)

boolean

contains (int X, int Y, int W, int H)

void

grow (int h, int v)

Rectangle

intersection (Rectangle r)

boolean

intersects (Rectangle r)

void


translate (int x, int y)

Rectangle

union (Rectangle r)

int

x, y, width, height

 **Rectangle2D.Float**

Float

()

Float

(float x, float y, float w, float h)

Accessors

void

setRect (float x, float y, float w, float h)


Object

String

toString ()

float

x, y, width, height

 **Rectangle2D.Double**

Double

()

Double


(double x, double y, double w, double h)

String

toString ()

double


x, y, width, height


**RoundRectangle2D**

# **RoundRectangle2D** ()


double **getArcHeight** ()  
double **getArcWidth** ()  
void **setRoundRect** (**RoundRectangle2D** rr)  
void **setRoundRect** (double x, double y, double w, double h, double arcWidth, double arcHeight)

class **Double**  
class **Float**


**RoundRectangle2D.Float**


**Float** ()  
**Float** (float x, float y, float w, float h, float arcw, float arch)

void **setRoundRect** (float x, float y, float w, float h, float arcw, float arch)  
float x, y, width, height, arcwidth, archeight


**RoundRectangle2D.Double**


**Double** ()  
**Double** (double x, double y, double w, double h, double arcw, double arch)

double x, y, width, height, arcwidth, archeight


**Ellipse2D**


# **Ellipse2D** ()

class **Double**  
class **Float**


**Ellipse2D.Double**


**Double** ()  
**Double** (double x, double y, double w, double h)

double x, y, width, height


**Ellipse2D.Float**


**Float** ()  
**Float** (float x, float y, float w, float h)

void **setFrame** (float x, float y, float w, float h)  
float x, y, width, height


**Arc2D**


# **Arc2D** (int type)

Accessors  
double **get / setAngleExtent** ()  
double **get / setAngleStart** ()  
int **get / setArcType** ()  
**Point2D** **getEndPoint** ()  
**Point2D** **getStartPoint** ()  
void **setAngleStart** (**Point2D** p)  
void **setAngles** (**Point2D** p1, **Point2D** p2)  
void **setAngles** (double x1, double y1, double x2, double y2)  
void **setArc** (**Arc2D** a)  
void **setArc** (**Rectangle2D** rect, double angSt, double angExt, int closure)  
void **setArc** (**Point2D** loc, **Dimension2D** size, double angSt, double angExt, int closure)  
void **setArc** (double x, double y, double w, double h, double angSt, double angExt, int closure)  
void **setArcByCenter** (double x, double y, double radius, double angSt, double angExt, int closure)  
void **setArcByTangent** (**Point2D** p1, **Point2D** p2, **Point2D** p3, double radius)  
Other Methods  
boolean **containsAngle** (double angle)  
# **Rectangle2D** **makeBounds** (double x, double y, double w, double h)  
int OPEN, CHORD, PIE  
class **Double**  
class **Float**


**Arc2D.Float**

**Float** ()  
**Float** (int type)  
**Float** (**Rectangle2D** ellipseBounds, float start, float extent, int type)  
**Float** (float x, float y, float w, float h, float start, float extent, int type)

float x, y, width, height, start, extent


**Arc2D.Double**

**Double** ()  
**Double** (int type)  
**Double** (**Rectangle2D** ellipseBounds, double start, double extent, int type)  
**Double** (double x, double y, double w, double h, double start, double extent, int type)

double x, y, width, height, start, extent