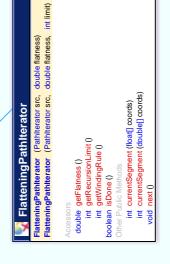


Methods declared in supertypes are hidden in subtypes







## Serializable

AffineTransform

```
AffineTransform ()
AffineTransform (AffineTransform Tx)
AffineTransform (float[] flatmatrix)
AffineTransform (cloale[] flatmatrix)
AffineTransform (cloale[] flatmatrix)
AffineTransform (float m00, float m11, float m02, float m12)
```

void setToShear (double shx, double shy)
void setToTranslation (double x, double ty)
void setTranshorm (AffineTransform Thy
void setTranshorm (acuble mm0, double m10, double m11, double m02, double m12) void inverseTransform (double[] srcPts, int srcOff, double[] dstPts, int dstOff, int numPts) 🔖 void deltaTransform (double|] srcPts, int srcOff, double|] dstPts, int dstOff, int numPts) Point2D inverseTransform (Point2D ptSrc, Point2D ptDst) & Affine Transform (double m00, double m10, double m01, double m11, double m02, double m12) void transform (float[] srcPts, int srcOff, float[] dstPts, int dstOff, int numPts) void transform (double[] srcPts, int srcOff, double[] dstPts, int dstOff, int numPts) void transform (float[] srcPts, int srcOff, double[] dstPts, int dstOff, int numPts) void transform (double[] srcPts, int srcOff, float[] dstPts, int dstOff, int numPts) void transform (Point2D[] ptSrc, int srcOff, Point2D[] ptDst, int dstOff, int numPts) Affine Transform getRotateInstance (double theta, double x, double y) void setToRotation (double theta, double x, double y) Point2D deltaTransform (Point2D ptSrc, Point2D ptDst) Affine Transform getShearInstance (double shx, double shy) Affine Transform get Translate Instance (double tx, double ty) AffineTransform getScaleInstance (double sx, double sy) void preConcatenate (AffineTransform Tx) void rotate (double theta) void rotate (double theta, double x, double y) Point2D transform (Point2D ptSrc, Point2D ptDst) Shape createTransformedShape (Shape pSrc) AffineTransform getRotateInstance (double theta) void setToScale (double sx, double sy) void concatenate (AffineTransform Tx) void shear (double shx, double shy) void translate (double tx, double ty) void getMatrix (double[] flatmatrix) double getScaleX () void scale (double sx, double sy) void setToRotation (double theta) boolean equals (Object obj) AffineTransform createInverse () & double getDeterminant() double getTranslateX () double getTranslateY() void setToldentity() double getScaleY() double getShearX () double getShearY () int hashCode () boolean isldentity () int getType () String toString() Object clone ()

INT TYPE\_IDENTITY, TYPE\_TRANSLATION, TYPE\_UNIFORM\_SCALE, TYPE\_GENERAL\_SCALE, TYPE\_MASK\_SCALE, TYPE\_GENERAL\_ROTATION, TYPE\_GENERAL\_ROTATION, TYPE\_GENERAL\_TRANSFORM

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