## 

Methods declared in supertypes are hidden in subtypes

```
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 (Rectangle2D r)
```

```
Cloneable
RectangularShape
      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 clone ()
```

```
Rectangle2D
# Rectangle2D ()
        void intersect (Rectangle2D src1, Rectangle2D src2, Rectangle2D dest)
        void union (Rectangle2D src1, Rectangle2D src2, Rectangle2D dest)
        void setRect (Rectangle2D r)
        void setRect (double x, double y, double w, double h)
        void add (Point2D pt)
         void add (Rectangle2D r)
        void add (double newx, double newy)
     boolean equals (Object obj)
          int hashCode ()
Rectangle2D createIntersection (Rectangle2D r)
Rectangle2D createUnion (Rectangle2D r)
     boolean intersectsLine (Line2D I)
     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)
      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)
       void add (Point pt)
       void add (Rectangle r)
       void add (int newx, int newy)
    String toString ()
   boolean contains (Point p)
   boolean contains (Rectangle r)
   boolean contains (int x, int v)
   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

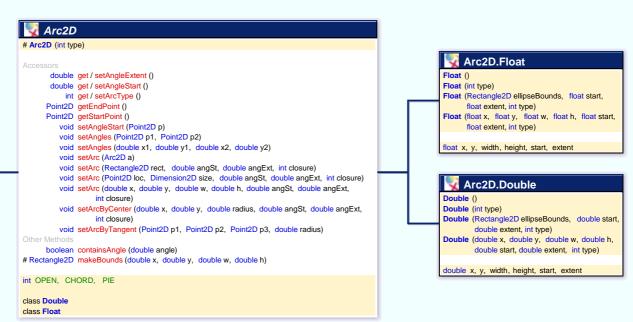
Rectangle2D.Double

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

String toString ()
double x, y, width, height







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