

AWT-PROGRAMS

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3-D

Graphics Demo

```
import java.awt.event.*;
import java.awt.*;

public class GraphicsDemo extends Frame{

    public GraphicsDemo(){
        addWindowListener(new WindowAdapter(){
            public void windowClosing(WindowEvent we){
                System.exit(0);
            }
        });
    }

    public void paint(Graphics g) {
        g.drawLine(20,40,100,90);
        g.drawLine(20,90,100,40);
        g.drawLine(40,45,250,80);
    }
}
```

```
g.drawRect(20,150,60,50);
g.fillRect(110,150,60,50);
g.drawRoundRect(200,150,60,50,15,15);
g.fillRoundRect(290,150,60,50,30,40);

g.drawOval(20,250,50,50);
g.fillOval(100,250,75,50);
g.drawOval(200,260,100,40);

g.drawArc(20,350,70,70,0,180);
g.fillArc(70,350,70,70,0,75);

int xpoints[] = {20,200,20,200,20};
int ypoints[] = {450,450,650,650,450};
int num=5;

g.drawPolygon(xpoints, ypoints, num);
}

public static void main(String[] args){
    GraphicsDemo appwin = new GraphicsDemo();

    appwin.setSize(new Dimension(370, 700));
    appwin.setTitle("GraphicsDemo");
    appwin.setVisible(true);
}
}
```



GraphicsDemo

