Java AWT Canvas

Java AWT Canvas:

- The Canvas class controls and represents a blank rectangular area where the application can draw or trap input events from the user.
- It inherits the <u>Component class</u>.

AWT Canvas class Declaration

public class Canvas extends Component implements Acce ssible

AWT Canvas Class Constructors

Canvas()

• It constructs a new Canvas.

Canvas(GraphicConfiguration config)

• It constructs a new Canvas with the given Graphic Configuration object.

AWT Canvas Class Methods:

void addNotify()

• It creates the canvas's peer.

void createBufferStrategy (int numBuffers)

• It creates a new multi buffering strategies on the particular component.

void createBufferStrategy (int numBuffers, BufferCapabilities caps)

• It creates a new multi buffering strategies on the particular component with the given buffer capabilities.

AWT Canvas Class Methods:

AccessibleContext getAccessibleContext()

• It gets the accessible context related to the Canvas.

BufferStrategy getBufferStrategy()

• It returns the buffer strategy used by the particular component.

void paint(Graphics g)

• It paints the canvas with given Graphics object.

void pdate(Graphics g)

• It updates the canvas with given Graphics object.

AWT Canvas Class: Example

```
import java.awt.*;
public class CanvasExample
 public CanvasExample()
    // creating a frame
  Frame f = new Frame("Canvas Example");
     // adding canvas to frame
     f.add(new MyCanvas());
     f.setLayout(null);
     f.setSize(400, 400);
     f.setVisible(true);
```

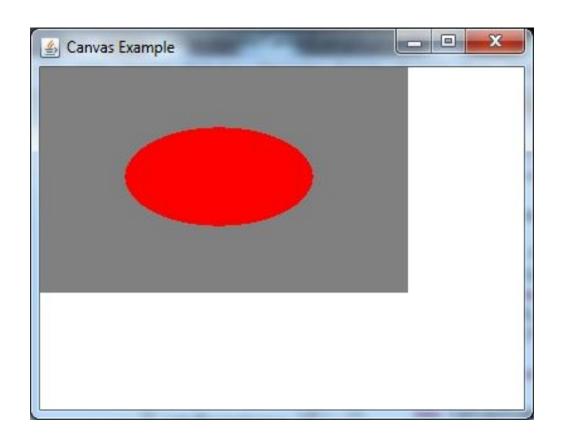
AWT Canvas Class: Example

```
public static void main(String args[])
 new CanvasExample();
class MyCanvas extends Canvas
 public MyCanvas()
   setBackground (Color.GRAY);
   setSize(300, 200);
```

AWT Canvas Class: Example

```
// paint() method to draw inside the canvas
 public void paint(Graphics g)
   // adding specifications
  g.setColor(Color.red);
  g.fillOval(75, 75, 150, 75);
```

AWT Canvas Class: Output





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