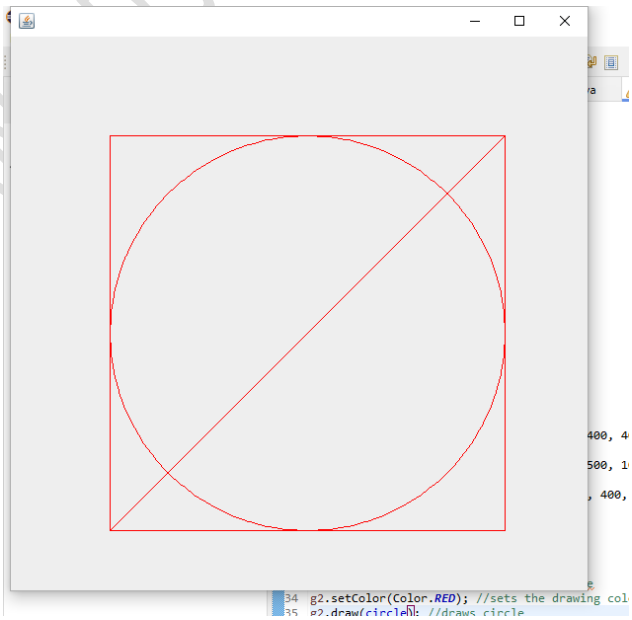
GRAPHICS IN JAVA VIA EXAMPLE

The main class (**DrawingInWindow**) inherits the **JFrame**, so the win object, which is actually the main window of the application, is the **DrawingInWindow** class.

Class	Metods	Description
java.awt.Graphics	drawRect(int x,int y, int w, int h)	Draws a rectangle whose upper left corner is in coordinates (x,y), w- width h-height
java.awt.Graphics	drawLine(int x1,int y1, int x2, int y2)	Draws a line from the point (x1,y1), to the point (x2,y2)
java.awt.Graphics	drawOval(int x,int y, int w, int h)	Draws an ellipse whose upper left corner is the rectangle described around the ellipse in coordinates (x,y), w- width h-height
java.awt.Graphics	drawRoundRect(int x,int y, int w, int h,int arcW, int arcH)	Draws a rectangle with rounded edges whose upper left corner is in coordinates (x,y), w- width h-height arcW-horizontal radius diameter all 4 angles arcH-vertical radius diameter all 4 angles
java.awt.Graphics	drawArc(int x,int y, int w, int h, int pocU, int krajU)	Draws a circular arc whose upper left corner is at coordinates(x,y), w- width h-height pocU-the initial angle of the arch krajU-the far corner of the arch
java.awt.Graphics	drawString(String str, int x,int y)	Draws a String str inside a rectangle whose upper left corner is in coordinates (x,y),
java.awt.Graphics2D	draw(Shape shape)	Draws an object whose upper left corner is a rectangle described around an ellipse in coordinates (x,y), w- Širina h-visina
java.awt.Graphics2D	fill(Shape shape)	Colors an object whose upper left corner is a rectangle described around an ellipse in coordinates(x,y), w- Širina h-visina
java.awt.Graphics	fillRect(int x,int y, int w, int h)	Colors a rectangle whose upper left corner is in coordinates (x,y), w- Širina h-visina
java.awt.Graphics	fillOval(int x,int y, int w, int h)	Paints an ellipse whose upper left corner is a rectangle described around an ellipse in coordinates (x,y), w- Širina h-visina

:



Packages that needs to be imported

```
import java.awt.*;
import javax.swing.*;

import java.awt.Color;

import java.awt.Graphics;

import java.awt.Graphics2D;

import java.awt.geom.Ellipse2D; //circle,oval
import java.awt.geom.Line2D;     //line
import java.awt.geom.Rectangle2D;  //

import javax.swing.JPanel;

//make a class test under package test->
//it is main class i.e. TO BE RUN

public class Test extends JFrame

{

Test()

{



setSize(600, 600);

setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

Drawing1 draw1=new Drawing1();

setContentPane(draw1);

setVisible(true);
```

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```
}
public static void main(String[] args)
{
Test t=new Test();
}
}
//make a class Drawing1 under package test->

package test;
import java.awt.Color;
import java.awt.Graphics;
import java.awt.Graphics2D;
import java.awt.geom.Ellipse2D;
import java.awt.geom.Line2D;
import java.awt.geom.Rectangle2D;

import javax.swing.JPanel;

public class Drawing1 extends JPanel
{
/*
```

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```
* Shapes
*/
Ellipse2D circle;
Rectangle2D square;
Line2D diagonals;

public Drawing1() {
//creating circle
circle = new Ellipse2D.Double(100, 100, 400, 400);
//creating diagonals
diagonals = new Line2D.Double(100, 500, 500, 100);
//creating squares
square = new Rectangle2D.Double(100, 100, 400, 400);
}
@Override
public void paint(Graphics g)
{
super.paint(g);
Graphics2D g2=(Graphics2D) g;//kastovanje
g2.setColor(Color.RED); //sets the drawing color to blue
g2.draw(circle); //draws circle
```

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```
g2.draw(diagonals); //draws a diagonal

g2.draw(square); //draws a square

}

}
```

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