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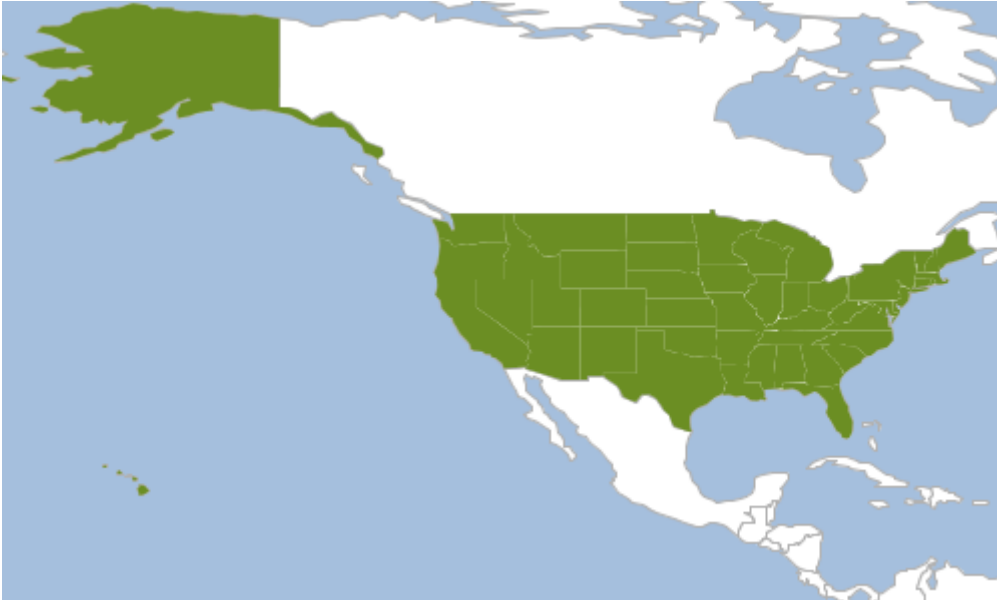
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Style Recipes

Creating Fills

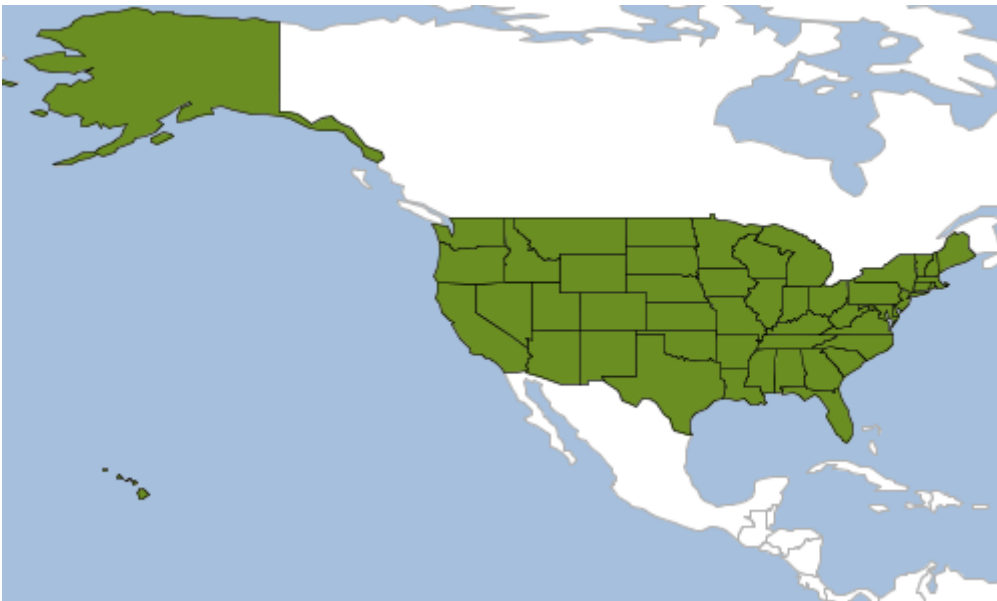
Create a Fill Symbolizer with a Color

```
Fill fill = new Fill("#6B8E23")
```



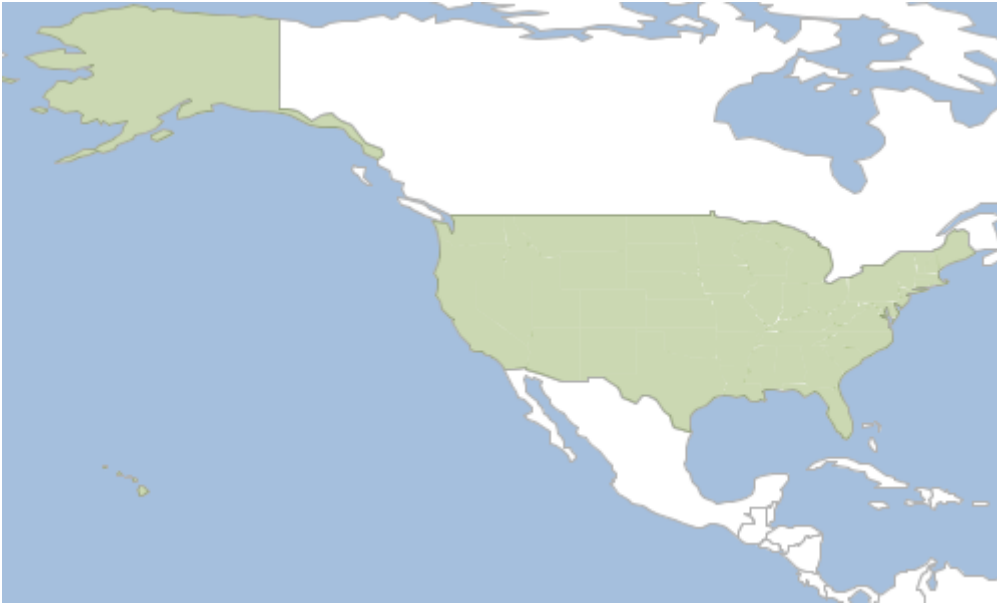
Create a Fill Symbolizer with a Color and a Stroke

```
Symbolizer symbolizer = new Fill("#6B8E23") + new Stroke("black", 0.1)
```



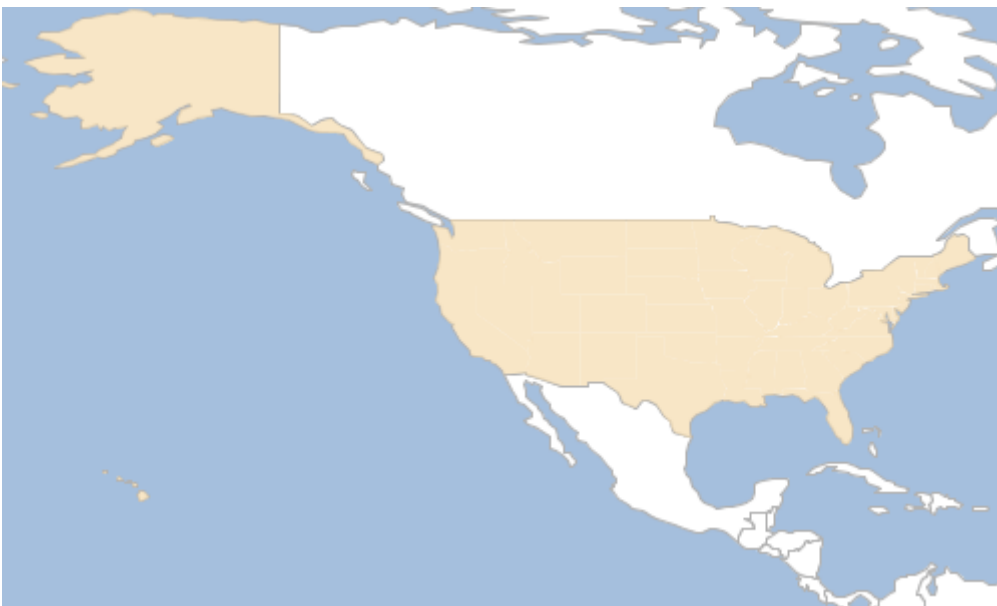
Create a Fill Symbolizer with a Color and Opacity

```
Fill fill = new Fill("#6B8E23", 0.35)
```



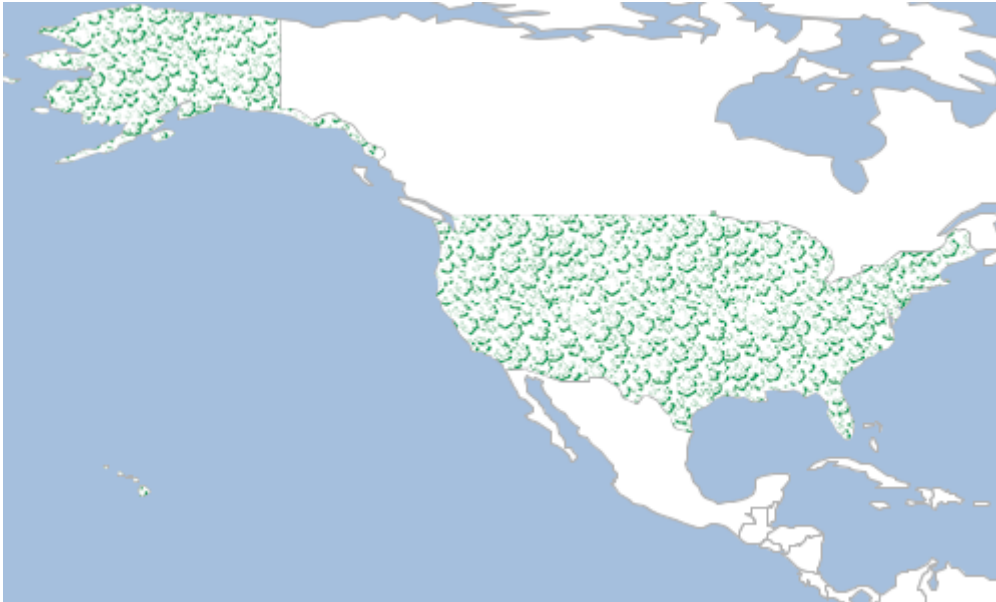
Create a Fill Symbolizer from named parameters

```
Fill fill = new Fill(color: "wheat", opacity: 0.75)
```



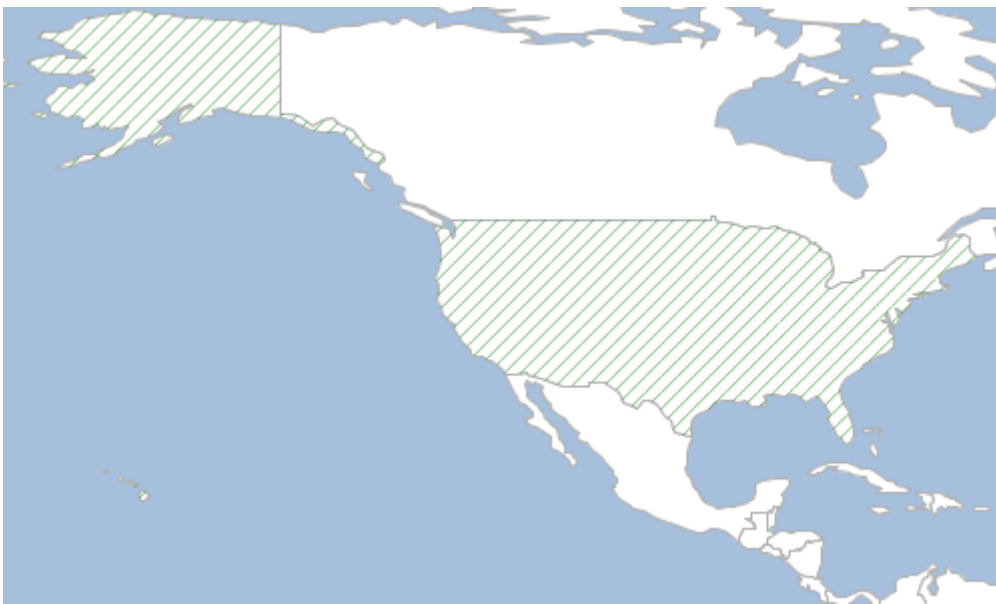
Create a Fill Symbolizer with an Icon

```
Fill fill = new Fill("green").icon('src/main/resources/trees.png', 'image/png')
```



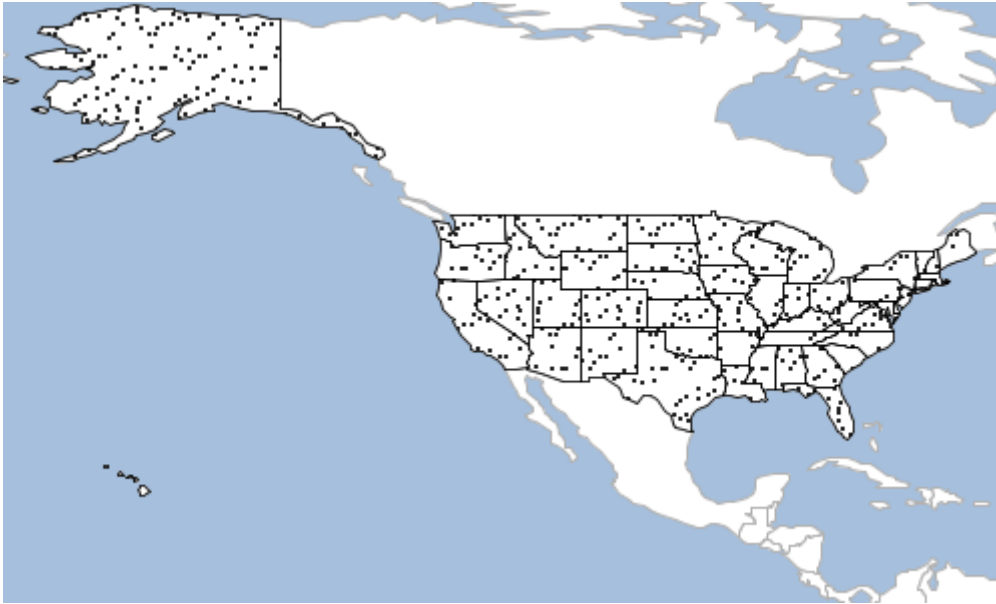
Create a Fill Symbolizer with a Hatch

```
Fill fill = new Fill("green").hatch("slash", new Stroke("green", 0.25), 8)
```



Create a Fill Symbolizer with a random fill

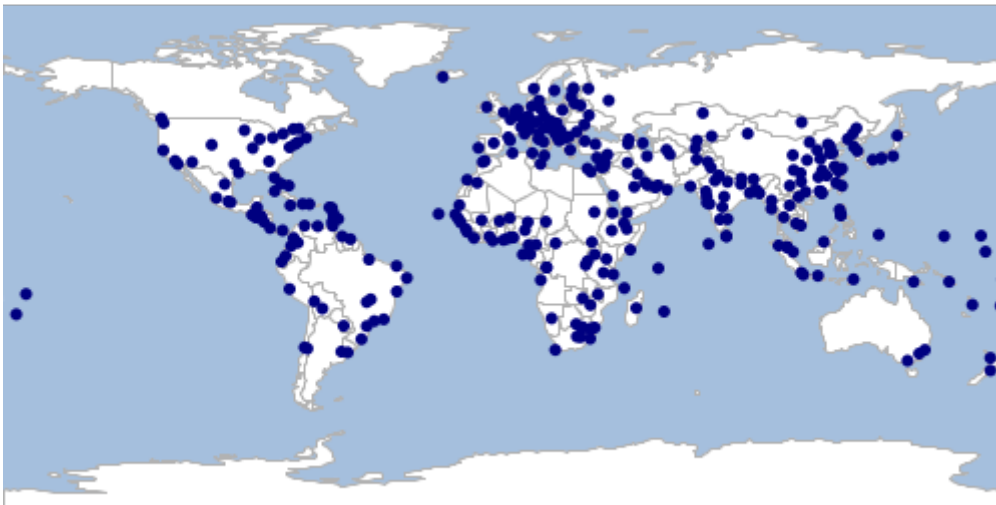
```
Symbolizer symbolizer = new Fill("white").hatch("circle", new Fill("black"), 2).
random(
    random: "free",
    seed: 0,
    symbolCount: 50,
    tileSize: 50,
    rotation: "none"
) + new Stroke("black", 0.25)
```



Creating Shapes

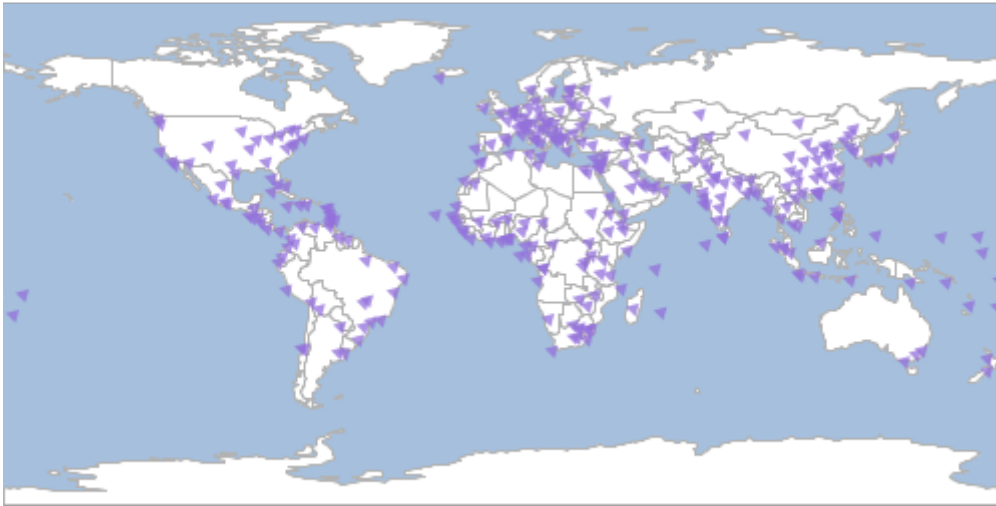
Create a Shape Symbolizer with a Color

```
Shape shape = new Shape("navy")
```



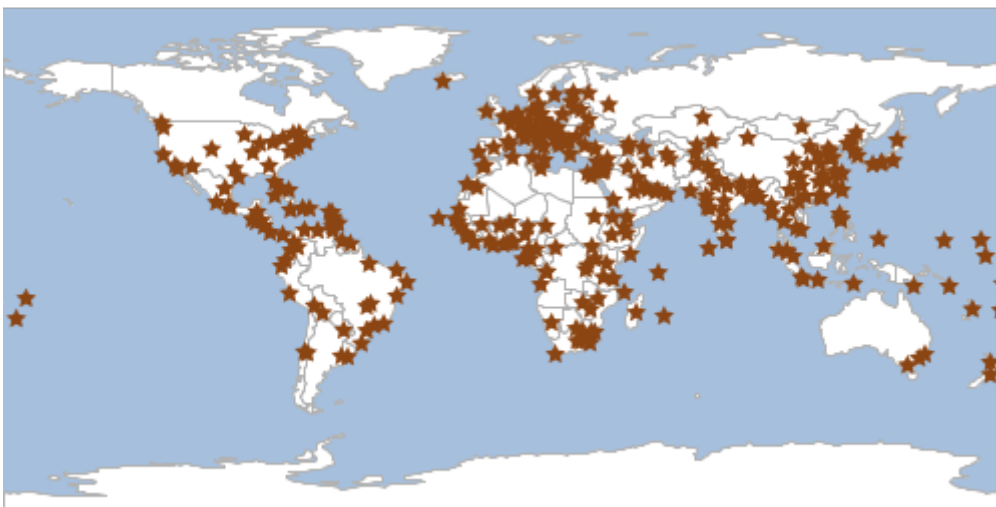
Create a Shape Symbolizer with a color, size, type, opacity and angle

```
Shape shape = new Shape("#9370DB", 8, "triangle", 0.75, 45)
```



Create a Shape Symbolizer with named parameters

```
Shape shape = new Shape(color: "#8B4513", size: 10, type: "star", opacity: 1.0,  
rotation: 0)
```



Create a Shape Symbolizer with Stroke outline

```
Symbolizer symbolizer = new Shape("white", 10).stroke("navy", 0.5)
```

