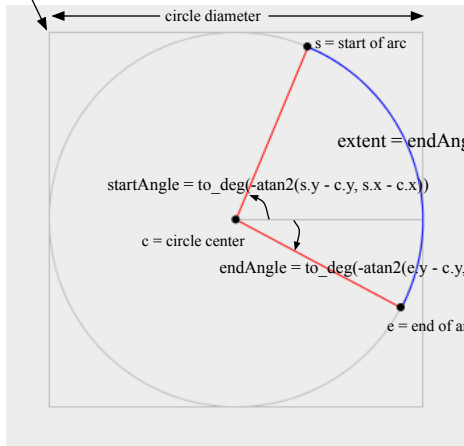


topLeftX, topLeftY



```
double startAngle = Math.toDegrees(-Math.atan2(s.y - c.y, s.x - c.x));
double endAngle   = Math.toDegrees(-Math.atan2(e.y - c.y, e.x - c.x));
double extent     = endAngle - startAngle;
double topLeftX   = c.x - radius;
double topLeftY   = c.y - radius;
double d = radius * 2.0;
Arc2D arc = new Arc2D.Double(topLeftX, topLeftY, d, d, startAngle, extent, Arc2D.OPEN);
g2.setPaint(Color.BLUE);
g2.draw(arc);
```