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202043501320

R7P

Komputer Grafik

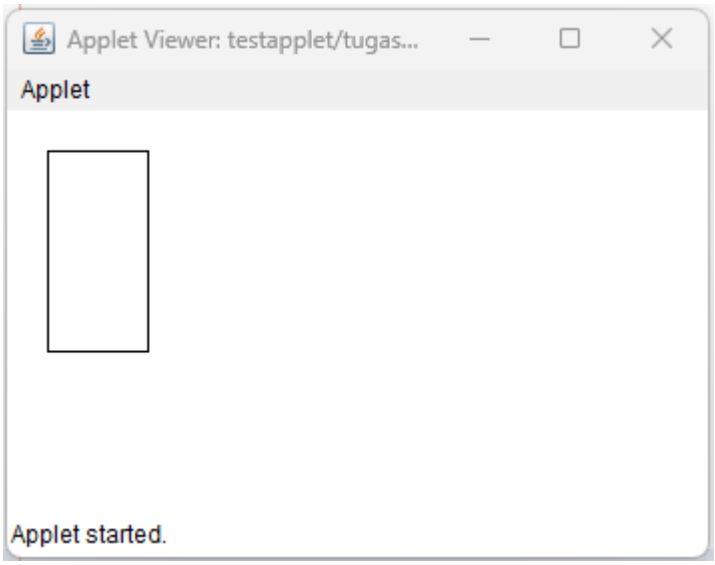
1. Buatlah Persegi pajang ke bawah dengan Baris dengan Metode Rectangle2D

```
package testapplet;

import java.applet.Applet;
import java.awt.Graphics;
import java.awt.Graphics2D;
import java.awt.Shape;
import java.awt.geom.Rectangle2D;

/**
 *
 * @author Muhammad Fikry
 */
public class tugas1 extends Applet{
    public void paint(Graphics g){
        Graphics2D g2d = (Graphics2D)g;
        Shape s = new Rectangle2D.Double(20,20,50, 100);
        g2d.draw(s);
    }
}
```

Output:



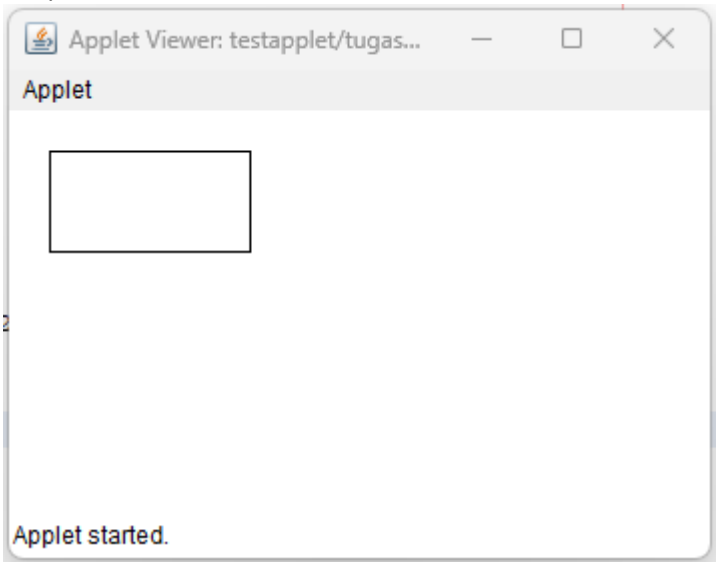
2. Buatlah Persegi pajang ke Samping dengan Baris dengan Metode Rectangle2D

```
package testapplet;

import java.applet.Applet;
import java.awt.Graphics;
import java.awt.Graphics2D;
import java.awt.Shape;
import java.awt.geom.Rectangle2D;

/**
 *
 * @author Muhammad Fikry
 */
public class tugas2 extends Applet{
    public void paint(Graphics g){
        Graphics2D g2d = (Graphics2D)g;
        Shape s = new Rectangle2D.Double(20,20,100, 50);
        g2d.draw(s);
    }
}
```

Output:



3. Buatlah Persegi pajang ke Samping dengan Baris dengan Metode Rectangle2D dengan jumlah 5 Buah

```java
package testapplet;

import java.applet.Applet;
import java.awt.Graphics;
import java.awt.Graphics2D;
import java.awt.Shape;
import java.awt.geom.Rectangle2D;

/**
 *
 * @author Muhammad Fikry
 */
public class tugas3 extends Applet{
    public void paint(Graphics g){
        for (int i = 0; i < 5; i++) {
            Graphics2D g2d = (Graphics2D)g;
            Shape s = new Rectangle2D.Double(20,20+(55*i),100, 50);
            g2d.draw(s);
        }

    }
}
```

Output: