**Displaying Graphics in Applet**

java.awt.Graphics class provides many methods for graphics programming.

**Commonly used methods of Graphics class:**

1. **public abstract void drawString(String str, int x, int y):** is used to draw the specified string.
2. **public void drawRect(int x, int y, int width, int height):** draws a rectangle with the specified width and height.
3. **public abstract void fillRect(int x, int y, int width, int height):** is used to fill rectangle with the default color and specified width and height.
4. **public abstract void drawOval(int x, int y, int width, int height):** is used to draw oval with the specified width and height.
5. **public abstract void fillOval(int x, int y, int width, int height):** is used to fill oval with the default color and specified width and height.
6. **public abstract void drawLine(int x1, int y1, int x2, int y2):** is used to draw line between the points(x1, y1) and (x2, y2).
7. **public abstract boolean drawImage(Image img, int x, int y, ImageObserver observer):** is used draw the specified image.
8. **public abstract void drawArc(int x, int y, int width, int height, int startAngle, int arcAngle):** is used draw a circular or elliptical arc.
9. **public abstract void fillArc(int x, int y, int width, int height, int startAngle, int arcAngle):** is used to fill a circular or elliptical arc.
10. **public abstract void setColor(Color c):** is used to set the graphics current color to the specified color.
11. **public abstract void setFont(Font font):** is used to set the graphics current font to the specified font.

**Example of Graphics in applet:**

1. import java.applet.Applet;
2. import java.awt.\*;
4. public class GraphicsDemo extends Applet{
6. public void paint(Graphics g){
7. g.setColor(Color.red);
8. g.drawString("Welcome",50, 50);
9. g.drawLine(20,30,20,300);
10. g.drawRect(70,100,30,30);
11. g.fillRect(170,100,30,30);
12. g.drawOval(70,200,30,30);
14. g.setColor(Color.pink);
15. g.fillOval(170,200,30,30);
16. g.drawArc(90,150,30,30,30,270);
17. g.fillArc(270,150,30,30,0,180);
19. }
20. }

**myapplet.html**

1. <html>
2. <body>
3. <applet code="GraphicsDemo.class" width="300" height="300">
4. </applet>
5. </body>
6. </html>