**DrawString**

g.drawstring(“YazılacakMetin”,Xkoordinatı,Ykoordinatı);

**DrawLine**

g.drawLine(x1,y1,x2,y2);

**DrawRect**  
g.drawRect(x1,y1,en,boy);

**fillRect**  
g.fillRect(x1,y1,en,boy);

**drawRoundRect**

g.drawRoundRect(x1,y1,en,boy,yataycap,dikeycap);

**drawOval**

g.drawOval(x1,y1,en,boy);

**drawArc**

g.drawArc(x,y,en,boy,başlangıçAcısı,YayAcısı);

**drawPolygon**

int[]XNoktalari={40,70,60,45,20};

int[]YNoktalari={20,40,80,45,60};

Polygon p=

new Polygon (XNoktalari,YNoktalari,5);

g.drawPolygon(p);