

My F1

```
import javax.swing.*;  
import java.awt.*;  
import java.awt.event.*;  
import javax.swing.*;
```

```
class MyCanvas1 extends Canvas
```

```
{  
    public void paint(Graphics g)
```

```
{  
        g.setColor(Color.RED);  
        g.drawLine(70, 70, 200, 200);  
        // Sop ("paint");  
    }
```

```
}  
  
class MyF1
```

```
{  
    new MyF1()
```

```
{  
        Frame f = new Frame("graphics");  
        MyCanvas1 c = new MyCanvas1();  
        f.add(c);  
        f.setSize(400, 400);  
        // f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
        f.setVisible(true);  
    }
```

psvm()

{

new MyF1()

}

}

}

MyF3

```
import java.awt.*;  
import java.awt.event.*;  
import javax.swing.*;
```

class MyF3 implements ActionListener

{

Button b;

MyF3()

{

Frame f = new Frame("graphics");

b = new Button();

b.setBounds(50, 50, 300, 300);

b.addActionListener(this);

f.add(b);

f.setSize(400, 400);

```
f. setLayout(null);  
f. setVisible(true);
```



```
public void actionPerformed (Action-  
Event e)
```

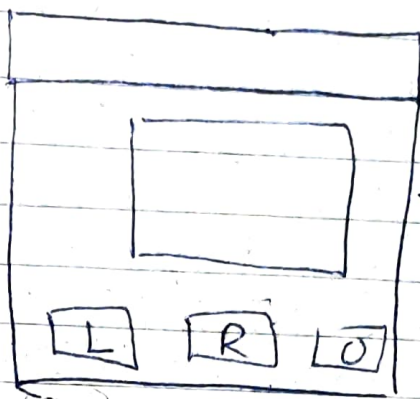
```
{  
    Graphics g = b.getGraphics();  
    g.drawLine(70, 70, 200, 200);  
    g.drawOval(70, 70, 200, 100);  
}
```

```
p.dvm()
```

```
{  
    new MyF3();  
}
```


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Paint Brush



→ Using 'paint' command

Reprint

MyF2

```
import java.awt.*;  
import java.awt.event.*;
```

```
class MyCanvas1 extends Canvas  
{
```

```
    int flag = 0;
```

```
    public void paint (Graphics g)
```

```
    {  
        if (flag == 1)
```

```
        {  
            g.setColor(Color.RED);
```

```
            g.drawLine(70, 70, 200, 200);  
        }  
    }
```

```
        Sop("hello");  
    }  
}
```

class MyF2 implements ActionListener

```
{  
    MyCanvas1 m = new MyCanvas1();
```

```
    MyF2()  
{
```

```
    Frame f = new Frame("graphics");  
    Button b = new Button("line");
```

```
    f.add(m);  
    f.add(b);
```

```
    b.addActionListener(this);
```

```
    f.setSize(400, 400);
```

```
    f.setLayout(new GridLayout(2, 1));  
    f.setVisible(true);
```

```
}
```

```
public void actionPerformed  
        (ActionEvent e)
```

```
{
```

```
    m.flag = 1;
```

```
    m.repaint();  
}
```

psvml)

}

new M₂F₂()

2
2