# Lab 2 - Graphics in Java

One of the AWT classes we will work with is called Graphics.

This opens up a window that you can draw stuff on.

By calling methods from the Graphics class, you can make stuff show up on the window.

Ex: You can draw lines, ovals, rectangles, text and what ever else you want.

The area in the window is 2D.

It’s origin is not at the center of the screen, but at the upper left corner!

It has an inverted y-axis so down is positive.

Your program draws in the window sequentially, so the most recently drawn elements might

cover up previously drawn ones!

This generally happens instantly so you’ll only see the final result.

Like JComponent, the Graphics class is part of a bunch of Java built-in classes called the

Abstract Window Toolkit (AWT).

You can look at the Graphics class in its Javadoc page to learn more about what things you can

do with it.