L. S. College MUZ.

JAVA APPLET PROGRAMMING LANGUAGE TUTORIAL

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Run Under

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Chapter-2

Applet Graphics in Java

GRAPHICS IN APPLET :-

- Graphics

The Graphics class is the abstract super class for all graphics contexts which allow an application to draw off-screen images.

A Graphics object encapsulates all state information required for the basic rendering operations that Java supports. State information includes the following properties.

- The Component object on which to draw.
- The current color.
- The current font.

HOW TO USE GRAPHICS CLASS:-

Graphics class can be use by using two methods:

- Using class object
- Using class inheritance

//using object

```
Import java.applet.*;
Import java.awt.*;
Public class myapp extends Applet
{
        public void paint(Graphics g)
        {
              statement;
              statement;
        }
}
```

//using inheritance

```
Import java.applet.*;
Import java.awt.*;
Public class myapp extends Graphics
{



}
```

GRAPHICS CLASS METHODS :-

S.N.	Method & Description
01	**setColor(Color c)** Sets this graphics context's current color to the specified color.
02	**setFont(Font font)** Sets this graphics context's font to the specified font.
03	**fillArc(int x, int y, int width, int height, int startAngle, int arcAngle)** Fills a circular or elliptical arc covering the specified rectangle.
04	**fillOval(int x, int y, int width, int height)** Fills an oval bounded by the specified rectangle with the current color.
05	**fillPolygon(int[] xPoints, int[] yPoints, int nPoints)** Fills a closed polygon defined by arrays of x and y coordinates.
06	**fillPolygon(Polygon p)** Fills the polygon defined by the specified Polygon object with the graphics context's current color.
07	**fillRect(int x, int y, int width, int height)** Fills the specified rectangle.
08	**fillRoundRect(int x, int y, int width, int height, int arcWidth, int arcHeight)** Fills the specified rounded corner rectangle with the current color.

09	**drawLine(int x1, int y1, int x2, int y2)** Draws a line, using the current color, between the points (x1, y1) and (x2, y2) in this graphics context's coordinate system.
10	**drawOval(int x, int y, int width, int height)** Draws the outline of an oval.
11	**drawPolygon(int[] xPoints, int[] yPoints, int nPoints)** Draws a closed polygon defined by arrays of x and y coordinates.
12	**drawPolygon(Polygon p)** Draws the outline of a polygon defined by the specified Polygon object.
13	**drawPolyline(int[] xPoints, int[] yPoints, int nPoints)** Draws a sequence of connected lines defined by arrays of x and y coordinates.
14	**drawRect(int x, int y, int width, int height)** Draws the outline of the specified rectangle.
15	**drawRoundRect(int x, int y, int width, int height, int arcWidth, int arcHeight)** Draws an outlined round-cornered rectangle using this graphics context's current color.
16	**drawString(AttributedCharacterIterator iterator, int x, int y)** Renders the text of the specified iterator applying its attributes in accordance with the specification of the TextAttribute class.
17	**drawString(String str, int x, int y)** Draws the text given by the specified string, using this graphics context's current font and color.

SIMPLE EXAMPLE TO GRAPHICS:-

```
//java code myapp.java
Import java.applet.*;
Import java.awt.*;
Public class myapp applet extends Applet
{
        public void paint(Graphics g)
        {
                g.setColor(Color.GRAY);
                Font font = new         Font("Serif", Font.PLAIN, 24);
                g.setFont(font);
                 g.drawString("Welcome to LS", 50, 150);
        }
}
//HTML code myapp.html
<html>
        <head>
                <applet code=”myapp.class" width="300" height="300">
                </applet>
        <head>
</html>
```

How to Run:

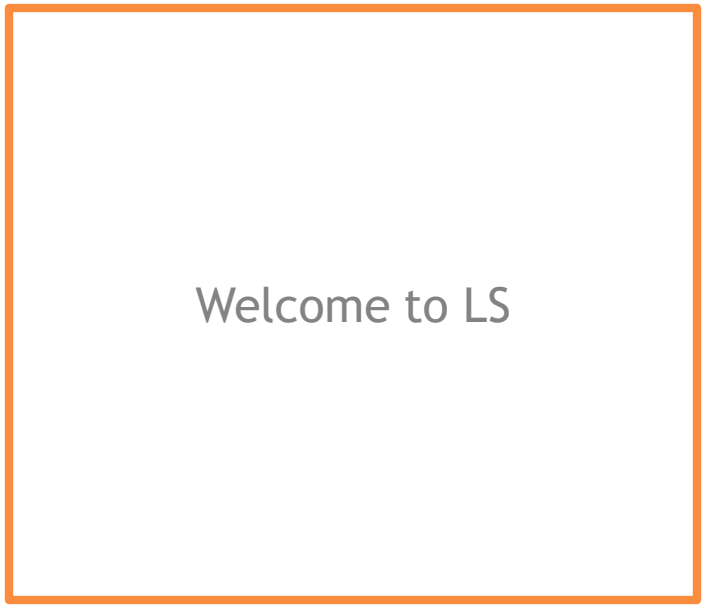
Compile the program using command prompt and type the following command.

- D:\AWT>javac myapp.java

If no error comes that means compilation is successful. Run the program using following command.

- D:\AWT>appletviewer myapp.html

Output:




THANK YOU