

# Graphics Class

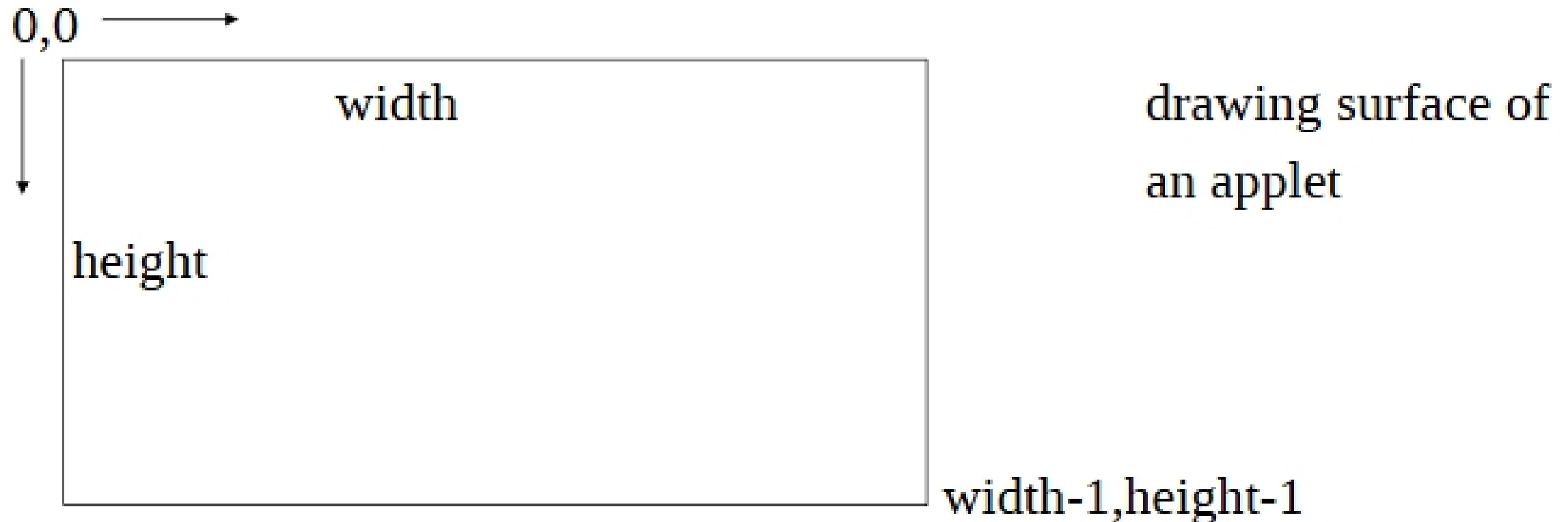
- Graphics class is a class in java.awt package.
  - contains methods for creating line drawings, rectangles, ovals, arcs, polygons.
  - control color and fonts
- A Graphics object represents a particular drawing surface.
  - We cannot directly call the constructor of Graphics class to create a Graphics object.
  - A Graphics object is created indirectly. For example, each applet is associated with a Graphics object, and we can access this Graphics object.
  - Any methods called with the Graphics object associated with an applet will affect that applet.
- An object of Graphics class represents a particular drawing surface, and Graphics class contains methods for drawing shapes on that surface.

# An Applet's Graphics Context

- An applet has a graphics context which is automatically passed to the paint method when it is invoked.

```
import java.applet.Applet;
import java.awt.*;
public class AnApplet extends Applet {
    public void paint(Graphics g) {
        ... .. // using this Graphics object g,
        ... .. // we can draw shapes on this applet.
    }
}
```

# Coordinate System



- Each point on the coordinate system represents a single pixel.
- Anything drawn outside of this area will not be visible.