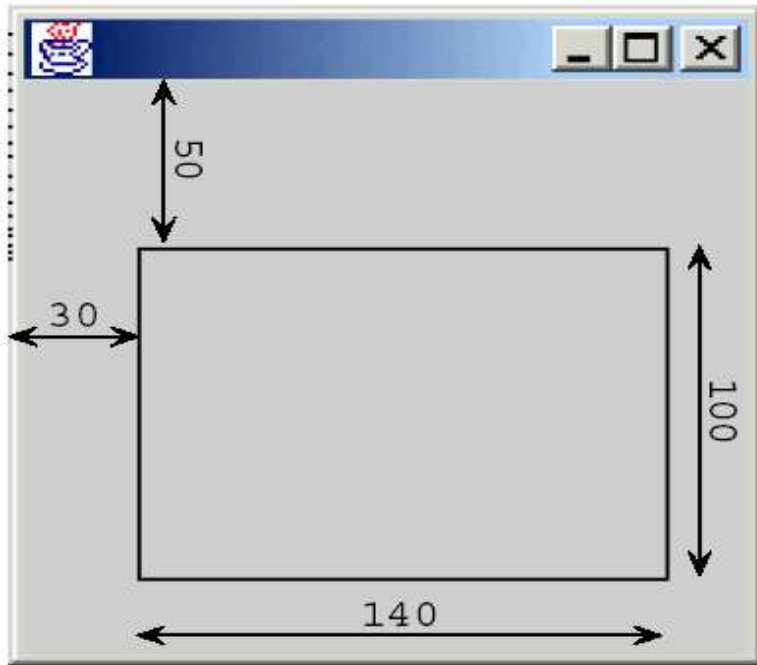


Drawing a rectangle or square

Figure 2-17: `drawRect` parameters



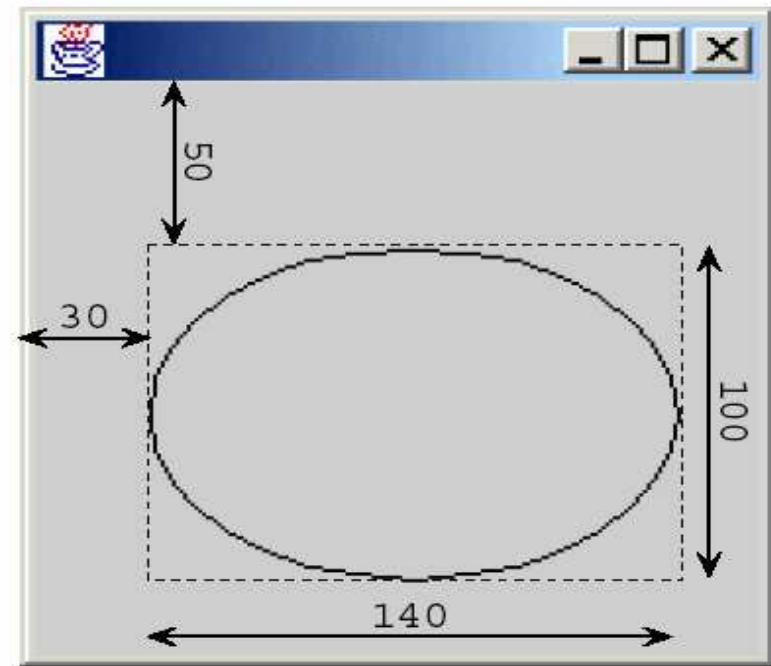
```
g.drawRect(30, 50, 140, 100);
```

- `g.drawRect (`
 `x,`
 `y,`
 `width,`
 `height );`
- `fillRect` fills in the rectangle with the last colour

Drawing an oval or circle

- `g.drawOval (`
 `x,`
 `y,`
 `width,`
 `height );`
- `fillOval` fills in the oval with the last colour

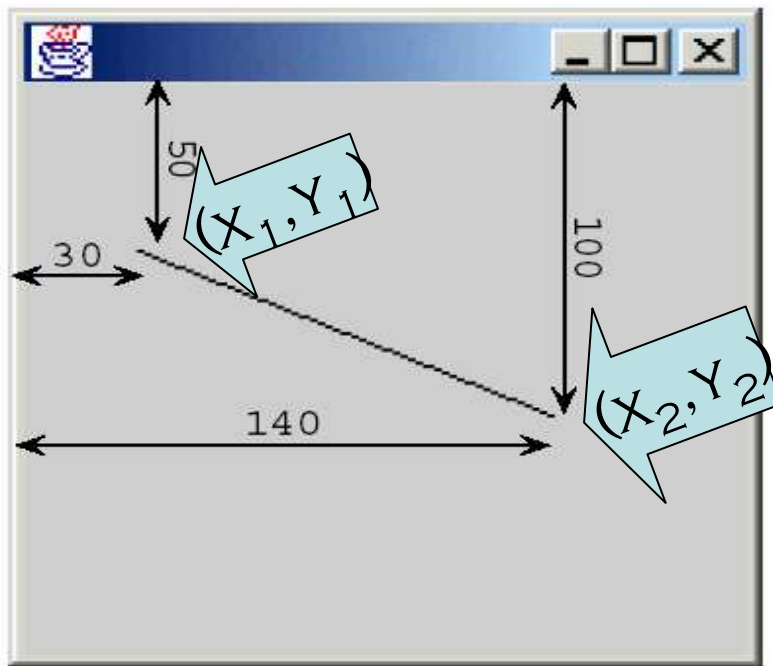
Figure 2-18: `drawOval` parameters



```
g.drawOval(30, 50, 140, 100);
```

Drawing straight lines

Figure 2-19: `drawLine` parameters



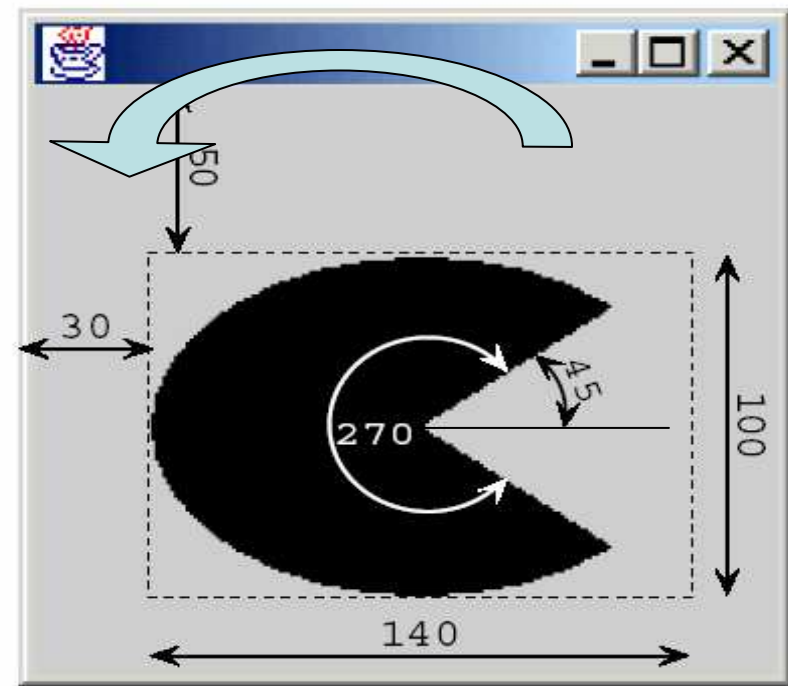
```
g.drawLine(30, 50, 140, 100);
```

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

Drawing arcs

- `g.fillArc(`
 `x,`
 `y,`
 `width,`
 `height,`
 `startAngle,`
 `arcAngle );`
- `drawArc` just draws the outline of the outside arc
- Negative angles go clockwise

Figure 2-20: `drawArc` parameters



```
g.fillArc(30, 50, 140, 100,  
          45, 270);
```