Pregled najvažnijih klasa i metoda iz paketa *java.awt.geom*

AffineTransform	**void concatenate**(AffineTransform Tx) **void rotate**(double theta) **void scale**(double sx, double sy) **void setToIdentity**() **void setTransform**(AffineTransform Tx) **void translate**(double tx, double ty)
Arc2D imp Shape	**Arc2D.*(Float,Double)*** (Rectangle2D ellipseBounds, float start, float extent, int type)
CubicCurve2D imp Shape	**CubicCurve2D.*(Float,Double)*** (float x1, float y1, float ctrlx1, float ctrly1, float ctrlx2, float ctrly2, float x2, float y2)
Dimension ext Dimension2D	**int getWidth()** **int getHeight()**
Ellipse2D imp Shape	**Ellipse2D.*(Float,Double)*** (float x, float y, float w, float h)
Line2D imp Shape	**Line2D.*(Float,Double)*** (float x1, float y1, float x2, float y2) **Line2D.*(Float,Double)*** (Point2D p1, Point2D p2)
Point2D	**Point2D.*(Float,Double)*** (float x, float y) float/double **getX**(), float/double **getY**()
QuadCurve2D imp Shape	**QuadCurve2D.*(Float,Double)*** (float x1, float y1, float ctrlx, float ctrly, float x2, float y2)
Rectangle2D imp Shape	**Rectangle2D.*(Float,Double)*** (float x, float y, float w, float h)

Pregled nekih klasa iz paketa *java.awt*

Color imp Paint	**Color**(float r, float g, float b)　　Creates an opaque sRGB color with the specified red, green, and blue values in the range (0.0 - 1.0). **Color**(int r, int g, int b)　　　　Creates an opaque sRGB color with the specified red, green, and blue values in the range (0 - 255). **static Color.red, Color.green, Color.blue, Color.black, Color.grey, Color.white**
GradientPaint imp Paint	**GradientPaint**(Point2D pt1, Color color1, Point2D pt2, Color color2) **GradientPaint**(float x1, float y1, Color color1, float x2, float y2, Color color2)
BasicStroke imp Stroke	**BasicStroke**(float width) **BasicStroke**(float width, int cap, int join) **static int CAP_BUTT, CAP_ROUND, CAP_SQUARE** **static int JOIN_BEVEL, JOIN_MITER, JOIN_ROUND**

Pregled nekih klasa iz paketa *java.awt.event*

KeyEvent ext InputEvent	**int getKeyChar**()　Returns the character associated with the key in this event. **int getKeyCode**()　Returns the integer keyCode associated with the key in this event.
MouseEvent ext InputEvent	**int getButton()**　　**MouseEvent.**NOBUTTON, BUTTON1, BUTTON2, BUTTON3 **int getX**() **int getY**()

Pregled najvažnijih metoda klase *Graphics2D*

abstract void	**draw**(Shape s) Strokes the outline of a Shape
abstract void	**drawImage**(BufferedImage img, BufferedImageOp op, int x, int y) Renders a BufferedImage that is filtered with a BufferedImageOp.
abstract void	**drawString**(String s, float x, float y) **drawString**(String str, int x, int y) Renders the text specified by the specified String, using the current Font and Paint attributes in the Graphics2D context.
abstract void	**fill**(Shape s) Fills the interior of a Shape using the settings of the Graphics2D context.
abstract Color	**getBackground**() Returns the background color used for clearing a region.
abstract Paint	**getPaint**() Returns the current Paint of the Graphics2D context.
abstract Stroke	**getStroke**() Returns the current Stroke in the Graphics2D context.
abstract AffineTransform	**getTransform**() Returns a copy of the current Transform in the Graphics2D context.
abstract boolean	**hit**(Rectangle rect, Shape s, boolean onStroke) Checks whether or not the specified Shape intersects the specified Rectangle, which is in device space.
abstract void	**rotate**(double theta) Concatenates the current Graphics2D Transform with a rotation transform.
abstract void	**rotate**(double theta, double x, double y) Concatenates the current Graphics2D Transform with a translated rotation transform.
abstract void	**scale**(double sx, double sy) Concatenates the current Graphics2D Transform with a scaling transformation
abstract void	**setBackground**(Color color) Sets the background color for the Graphics2D context.
abstract void	**setPaint**(Paint paint) Sets the Paint attribute for the Graphics2D context.
abstract void	**setStroke**(Stroke s) Sets the Stroke for the Graphics2D context.
abstract void	**setTransform**(AffineTransform Tx) Sets the Transform in the Graphics2D context.
abstract void	**shear**(double shx, double shy) Concatenates the current Graphics2D Transform with a shearing transform.
abstract void	**transform**(AffineTransform Tx) Composes an AffineTransform object with the Transform in this Graphics2D according to the rule last-specified-first-applied.
abstract void	**translate**(double tx, double ty) Concatenates the current Graphics2D Transform with a translation transform.