2D Graphics

CSE 331

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Custom components

- AWT/Swing come with lots of components that you can use to implement a fully-featured GUI.

- But there are cases when you need a custom component.
  - Usually this is when you want to paint custom 2-D graphics.
  - We often call a custom painted component a canvas.

- To do so, write a class that extends JComponent.
  - Override method `paintComponent` to tell Java how to draw it:

    ```java
    public void paintComponent(Graphics g)
    ```

    - Some programmers extend JPanel rather than JComponent.
A drawing canvas

- Coordinate system: (0, 0) at top-left, x-axis increases rightward, y-axis **downward**.
- Component's surface is *transparent* unless drawn on.
- JComponent's `paintComponent` does important things that we don't want to lose. (e.g. paints the component's background)
  - So call the method `super.paintComponent` first thing.

```java
public void paintComponent(Graphics g) {
    super.paintComponent(g);
    ...
}
```
public class MyCanvas extends JComponent {
    public MyCanvas() {
        this.setBackground(Color.WHITE);
    }

    public void paintComponent(Graphics g) {
        super.paintComponent(g);
        g.setPaint(Color.BLUE);
        g.fillOval(10, 10, 20, 50);
    }
}

Quick drawing example
### Graphics methods

<table>
<thead>
<tr>
<th>Method name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>drawImage(Image, x, y, [w, h], panel)</td>
<td>an image at the given x/y position and size</td>
</tr>
<tr>
<td>drawLine(x1, y1, x2, y2)</td>
<td>line between points (x1, y1), (x2, y2)</td>
</tr>
<tr>
<td>drawOval(x, y, width, height)</td>
<td>outline largest oval that fits in a box of size width * height with top-left at (x, y)</td>
</tr>
<tr>
<td>drawRect(x, y, width, height)</td>
<td>outline of rectangle of size width * height with top-left at (x, y)</td>
</tr>
<tr>
<td>drawString(text, x, y)</td>
<td>text with bottom-left at (x, y)</td>
</tr>
<tr>
<td>fillOval(x, y, width, height)</td>
<td>fill largest oval that fits in a box of size width * height with top-left at (x, y)</td>
</tr>
<tr>
<td>fillRect(x, y, width, height)</td>
<td>fill rectangle of size width * height with top-left at (x, y)</td>
</tr>
<tr>
<td>setColor(color)</td>
<td>paint any following shapes in the given color</td>
</tr>
<tr>
<td>setFont(font)</td>
<td>draw any following text with the given font</td>
</tr>
</tbody>
</table>
Graphics2D

- The `Graphics` object `g` passed to `paintComponent` is a "graphical context" object to draw on the component.
  - The actual object passed in is a `Graphics2D` (can cast).
    ```java
    Graphics2D g2 = (Graphics2D) g;
    ```

- `Graphics2D` is a subclass of `Graphics` that adds new features, new shapes, matrix transformations, color gradients, etc.
  - Added to Java in v1.2 to improve on the features of `Graphics`.
  - Why didn't they just add the new methods and features to `Graphics` directly? Why did they bother to make it a separate class?

  - **Answer:** Open-Closed Principle. Graphics already worked just fine. Why risk breaking it by adding new features to the same file?
# Graphics2D methods

<table>
<thead>
<tr>
<th>method name</th>
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<tr>
<td><code>draw(Shape)</code></td>
<td>draws the outline of a given shape object <em>(replaces <code>drawRect</code>, etc.)</em></td>
</tr>
<tr>
<td><code>fill(Shape)</code></td>
<td>draws the outline and interior of a given shape object</td>
</tr>
<tr>
<td><code>getPaint()</code>, <code>setPaint(Paint)</code></td>
<td>returns or sets the current paint used for drawing <em>(Color is one kind of Paint, but there are others)</em></td>
</tr>
<tr>
<td><code>getStroke()</code>, <code>setStroke(Stroke)</code></td>
<td>returns or sets the current line stroke style used for drawing <em>(can be thin/thick, solid/dashed/dotted, etc.)</em></td>
</tr>
<tr>
<td><code>rotate(angle)</code></td>
<td>rotates any future drawn shapes by the given angle (radians)</td>
</tr>
<tr>
<td><code>scale(sx, sy)</code></td>
<td>resizes any future drawn shapes by the given x/y factors</td>
</tr>
<tr>
<td><code>translate(dx, dy)</code></td>
<td>moves any future drawn shapes by the given x/y amounts</td>
</tr>
<tr>
<td><code>setRenderingHint(key, value)</code></td>
<td>sets &quot;rendering hints&quot; such as anti-aliasing and smoothing</td>
</tr>
<tr>
<td><code>shear(shx, shy)</code></td>
<td>gives a slanted perspective to future drawn shapes</td>
</tr>
<tr>
<td><code>transform(t)</code></td>
<td>adds a transformation that will be applied to all shapes</td>
</tr>
</tbody>
</table>
Shapes (java.awt.geom)

- **Arc2D.Double(x, y, w, h, start, extent, type)**
  An arc, which is a portion of an ellipse.

- **Ellipse2D.Double(x, y, w, h)**

- **Line2D.Double(x1, y1, x2, y2)**
  Line2D.Double(p1, p2)
  A line between two points.

- **Rectangle2D.Double(x, y, w, h)**
- **RoundRectangle2D.Double(x, y, w, h, arcx, arcy)**

- **GeneralPath()**
  A customizable polygon.
# Methods of all shapes

<table>
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</tr>
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<tbody>
<tr>
<td><code>contains(x, y)</code></td>
<td>whether the given point is inside the bounds of this shape</td>
</tr>
<tr>
<td><code>contains(point)</code></td>
<td></td>
</tr>
<tr>
<td><code>contains(rectangle)</code></td>
<td></td>
</tr>
<tr>
<td><code>getBounds()</code></td>
<td>a rectangle representing the bounding box around this shape</td>
</tr>
<tr>
<td><code>getCenterX/Y()</code></td>
<td>various corner or center coordinates within the shape</td>
</tr>
<tr>
<td><code>getMinX/Y()</code></td>
<td></td>
</tr>
<tr>
<td><code>getMaxX/Y()</code></td>
<td></td>
</tr>
<tr>
<td><code>intersects(x, y, w, h)</code></td>
<td>whether this shape touches the given rectangular region</td>
</tr>
<tr>
<td><code>intersects(rectangle)</code></td>
<td></td>
</tr>
</tbody>
</table>
public class MyCanvas extends JComponent {
    public MyCanvas() {
        this.setBackground(Color.WHITE);
    }

    public void paintComponent(Graphics g) {
        super.paintComponent(g);
        Graphics2D g2 = (Graphics2D) g;
        Shape shape = new Ellipse2D.Double(10, 10, 20, 50);
        g2.setPaint(Color.BLUE);
        g2.fill(shape);
    }
}
**Colors and paints**

- **Color** (a simple single-colored paint)
  - Color.RED
  - public Color(int r, int g, int b)
  - public Color(int r, int g, int b, int alpha)
    - a partially-transparent color (range 0-255, 0=transparent)

- **GradientPaint** (a smooth transition between 2 colors)
  - public GradientPaint(float x1, float y1, Color color1, float x2, float y2, Color color2)

- **java.awt.TexturePaint** (use an image as a "paint" background)
Strokes (pen styles)

Graphics2D

- public void `setStroke` (Stroke s)
  Sets type of drawing pen (color, width, style) that will be used by this Graphics2D.

- **BasicStroke**
  A pen stroke for drawing outlines.

  - public BasicStroke(float width)
  - public BasicStroke(float width, int cap, int join)
  - public BasicStroke(float width, int cap, int join, float miterlimit, float[] dash, float dash_phase)
    - `cap` can be: CAP_BUTT, CAP_ROUND, CAP_SQUARE
    - `join` can be: JOIN_BEVEL, JOIN_MITER, JOIN_ROUND
Repainting

- Most canvases are drawing the state of fields, a model, etc.
  - When the state updates, you must tell the canvas to re-draw itself.
  - But you can't call its `paintComponent` method, because you don't have the `Graphics g` to pass.

- The proper way is to call `repaint` on the canvas instead:
  ```java
  public void repaint()
  ```

  ```java
  ... public void update(Observable o, Object arg) {
      myView.repaint(); // perhaps this.repaint();
  }
  ```
Anti-aliasing

• Onscreen text and shapes can have jagged edges, or *aliases*. These can be removed by smoothing, or *anti-aliasing*, the component.

  ▪ `public void setRenderingHint(key, value)`
  ▪ Example:
    `g2.setRenderingHint(
      RenderingHints.KEY_ANTIALIASING,
      RenderingHints.VALUE_ANTIALIAS_ON);`
Creating images

```java
// import java.awt.image.*;

BufferedImage
A blank graphic image buffer surface onto which you can draw

- public BufferedImage(int w, int h, int type)
  - where type is a constant such as BufferedImage.TYPE_INT_ARGB

- public Graphics getGraphics()
  - returns a graphical pen for "drawing on" this image

- you can draw a BufferedImage onto the screen from within the
  paintComponent method of your canvas:
  - g.drawImage(BufferedImage, x, y, this);
```
Upload Images

- ImageIO: class that makes it convenient to upload images.

\[
\text{Public static BufferedImage read (File input) throws IOException}
\]

\[
\text{Public static BufferedImage read(URL input) throws IOException}
\]
Example

- FunImageDisplayer.java
- Graph Application