

# Graphics methods

Method name	Description
<code>g.drawLine(x1, y1, x2, y2);</code>	line between points $(x1, y1)$ , $(x2, y2)$
<code>g.drawOval(x, y, width, height);</code>	outline largest oval that fits in a box of size $width * height$ with top-left at $(x, y)$
<code>g.drawRect(x, y, width, height);</code>	outline of rectangle of size $width * height$ with top-left at $(x, y)$
<code>g.drawString(text, x, y);</code>	text with bottom-left at $(x, y)$
<code>g.fillOval(x, y, width, height);</code>	fill largest oval that fits in a box of size $width * height$ with top-left at $(x, y)$
<code>g.fillRect(x, y, width, height);</code>	fill rectangle of size $width * height$ with top-left at $(x, y)$
<code>g.setColor(Color);</code>	set <code>Graphics</code> to paint any following shapes in the given color