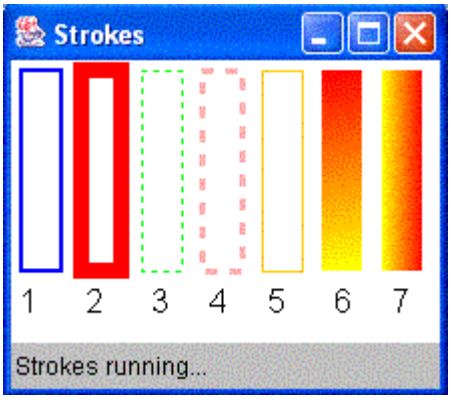
Fills and Outlines




```
import java.applet.Applet;
import java.awt.*;

import java.awt.geom.*;
public class Strokes extends Applet
{
 public void paint (Graphics g)
 {

   Graphics2D g2 = (Graphics2D) g;

 //#1
   //Set to Dark Outline: g2.setStroke (new BasicStroke (X.0f));
   //X is how dark you want the stroke
   g2.setStroke (new BasicStroke (2.0f));
   g2.setPaint (Color.blue);
   g2.drawRect (5, 5, 20, 100);

 //#2
   g2.setStroke (new BasicStroke (8.0f));
   g2.setPaint (Color.red);
   g2.drawRect (35, 5, 20, 100);

 //#3
   //A dashed stroke
   float dash1[] = {3.0f};
   g2.setStroke (new BasicStroke (1.0f, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER,
      10.0f, dash1, 0.0f));
   g2.setPaint (Color.green);
   g2.drawRect (65, 5, 20, 100);

   //#4
   //A darker dashed stroke
   float dash2[] = {6.0f};
   g2.setStroke (new BasicStroke (3.0f, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER,
      10.0f, dash2, 0.0f));
   g2.setPaint (Color.pink);
   g2.drawRect (95, 5, 20, 100);

 //#5
   //Reset to basic Stroke
   g2.setStroke (new BasicStroke (1.0f));
   g2.setPaint (Color.orange);
   g2.drawRect (125, 5, 20, 100);

 //#6
   //Gradient Paint
   //GradientPaint greentoyellow = new GradientPaint(x,y,Color1,x+rectWidth, y,Color2);
   GradientPaint redtoyellow = new GradientPaint (155, 5, Color.red, 175, 100,
      Color.yellow);
   g2.setPaint (redtoyellow);
   g2.fill (new Rectangle2D.Double (155, 5, 20,100));

   //#7
   GradientPaint yellowtored = new GradientPaint (185, 5, Color.yellow, 205, 5,
      Color.red);
   g2.setPaint (yellowtored);
   g2.fill (new Rectangle2D.Double (185, 5, 20,100));
 }
}
```