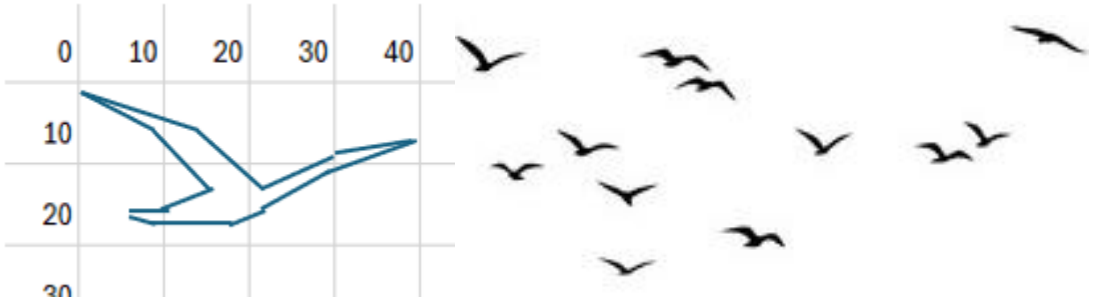
Polygon Methods

- Make sure you start your corner at 0, 0.
- Choose something that needs to be repeated (say a bird).



An example:

```
import java.applet.Applet;
import java.awt.*;
import javax.swing.*;
public class MovieScene_horse extends Applet
{
    public void paint (Graphics g)
    {
        //background
        setBackground (new Color (200, 234, 250));

        horse (100, 100, Color.red, Color.black);
        horse (125, 110, Color.cyan, Color.blue);
        horse (70, 118, Color.orange, Color.yellow);
    }

    public void horse (int x, int y, Color c1, Color c2)
    { // horse of the right colour is drawn at position x,y
        Graphics g = getGraphics ();

        g.setColor (c1);
        //Put the points in an array
        int XArray[] = {x + 85, x + 88, x + 95, x + 95, x + 92, x + 83,
            x + 78, x + 75, x + 76, x + 71, x + 79, x + 69, x + 65, x + 74, x + 64,
            x + 63, x + 58, x + 50, x + 44, x + 54, x + 55, x + 48, x + 39, x + 46,
            x + 42, x + 33, x + 39, x + 28, x + 32, x + 27, x + 23, x + 28, x + 26,
            x + 18, x + 15, x + 1, x + 0, x + 10, x + 16, x + 27, x + 40, x + 60,
            x + 67, x + 79, x + 85};
        int YArray[] = {y + 1, y + 6, y + 13, y + 16, y + 19, y + 16,
            y + 23, y + 26, y + 32, y + 38, y + 50, y + 58, y + 55, y + 50, y + 41,
            y + 45, y + 54, y + 61, y + 59, y + 51, y + 40, y + 36, y + 46, y + 55,
            y + 58, y + 46, y + 36, y + 43, y + 61, y + 63, y + 42, y + 37, y + 27,
            y + 28, y + 32, y + 34, y + 31, y + 29, y + 21, y + 17, y + 14, y + 16,
            y + 13, y + 6, y + 1};

        //Draw the horse
        g.fillPolygon (XArray, YArray, 45);

        //Draw the border
        g.setColor (c2);
        g.drawPolygon (XArray, YArray, 45);
    }
}
```