















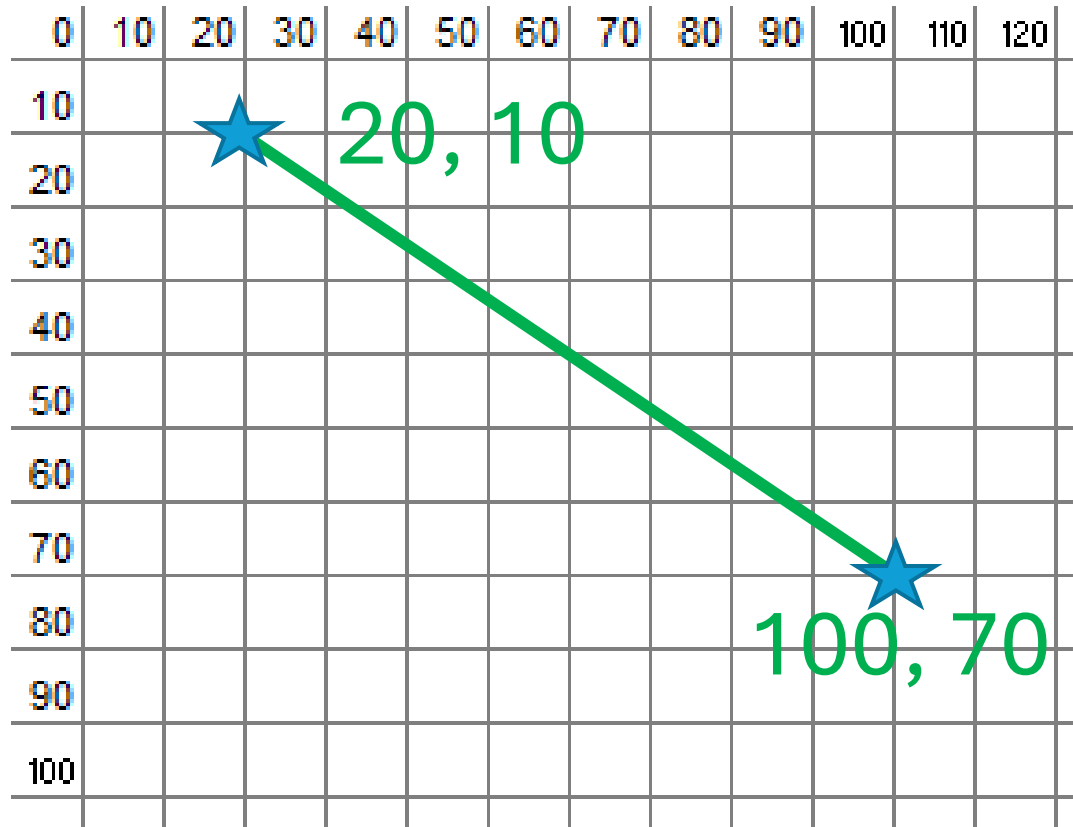
```
import java.applet.*;
import java.awt.*;
public class LetterX extends Applet
{
    public void paint (Graphics g)
    {
        g.drawLine (20, 10, 40, 50);
        g.drawLine (20, 50, 40, 10);
    }
}
```

This is the **program name**.

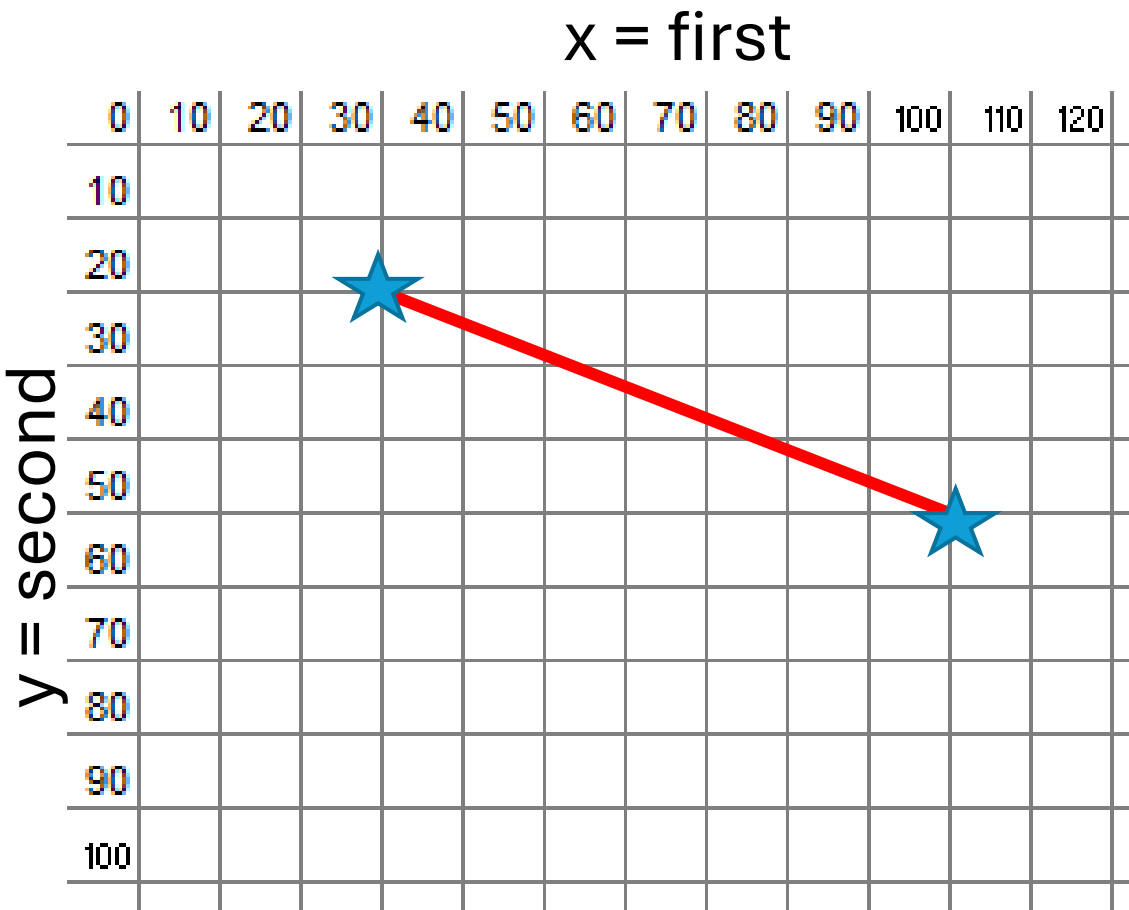
- This program is named **LetterX**.
- The file should be saved as **LetterX.java**

These are the lines of code.

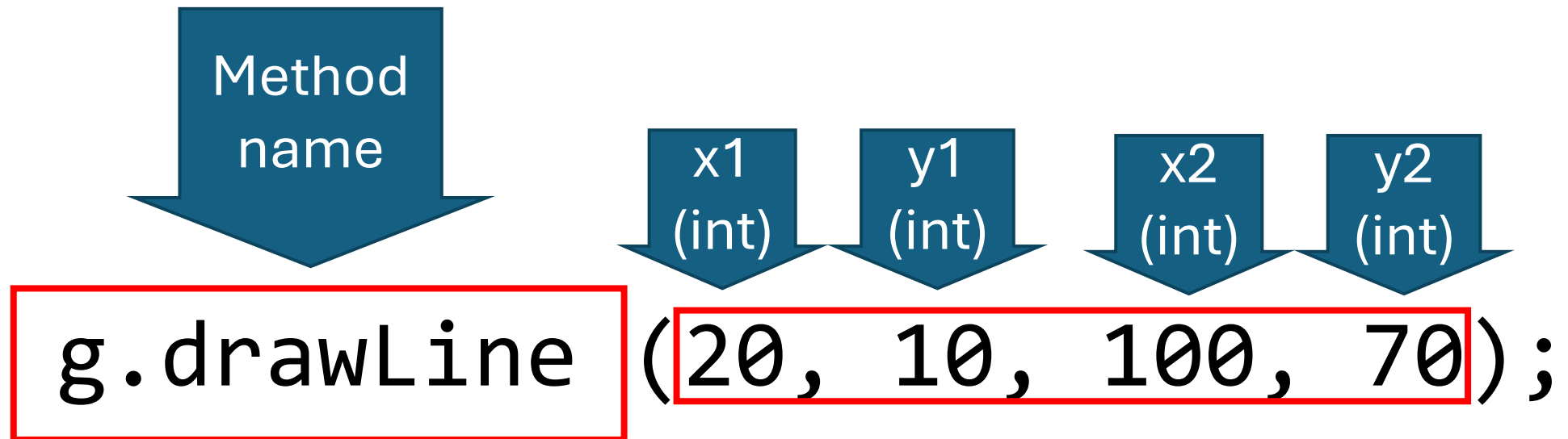
- They go inside the **{ }**
- They end with a **;**



```
import java.applet.*;
import java.awt.*;
public class Line extends Applet
{
    public void paint (Graphics g)
    {
        g.setColor(Color.green);
        g.drawLine (20, 10, 100, 70);
    }
}
```

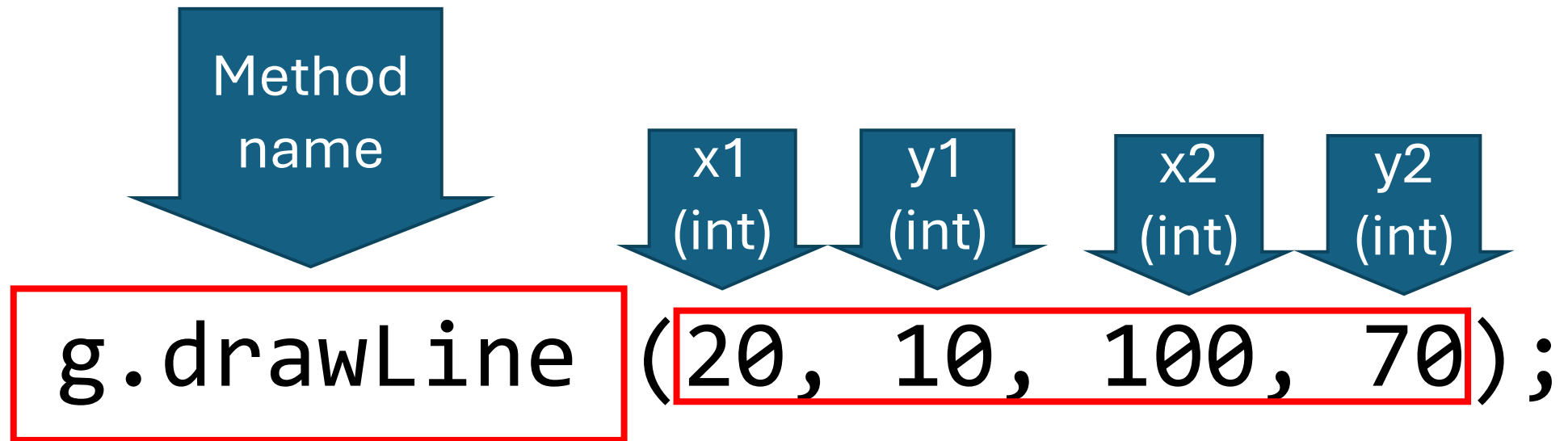


```
import java.applet.*;
import java.awt.*;
public class Line extends Applet
{
    public void paint (Graphics g)
    {
        g.setColor(Color.____);
        g.drawLine (__, __, __, __);
    }
}
```



Method name = what
you want drawn

Parameters = values the method needs

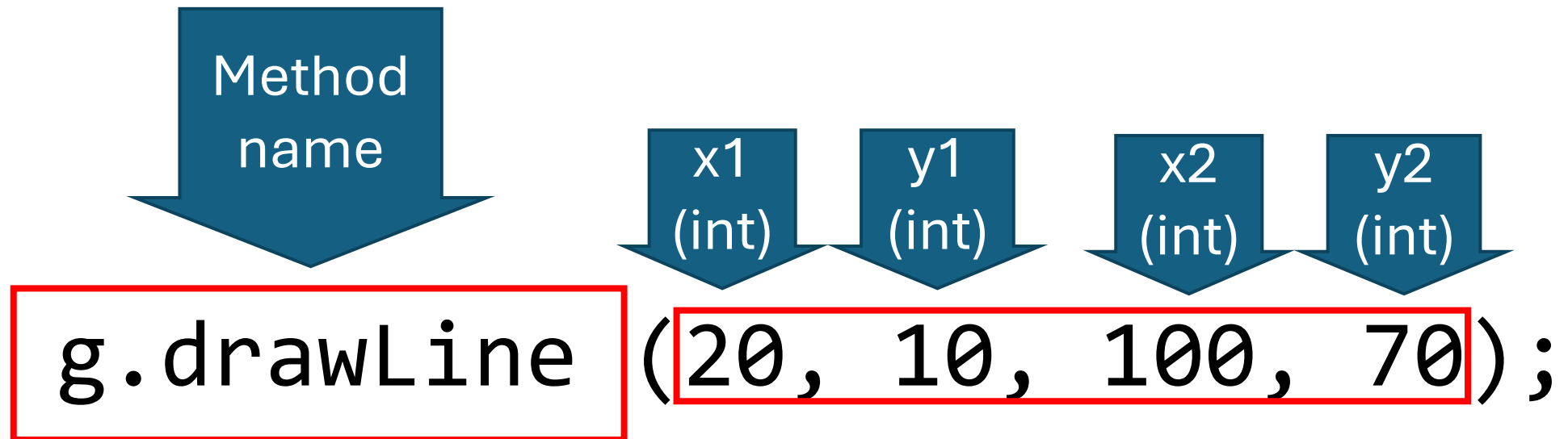


Method name = what
you want drawn

Parameters = values the method needs

What is the
method
name?

`g.drawLine (10, 20, 30, 50);`

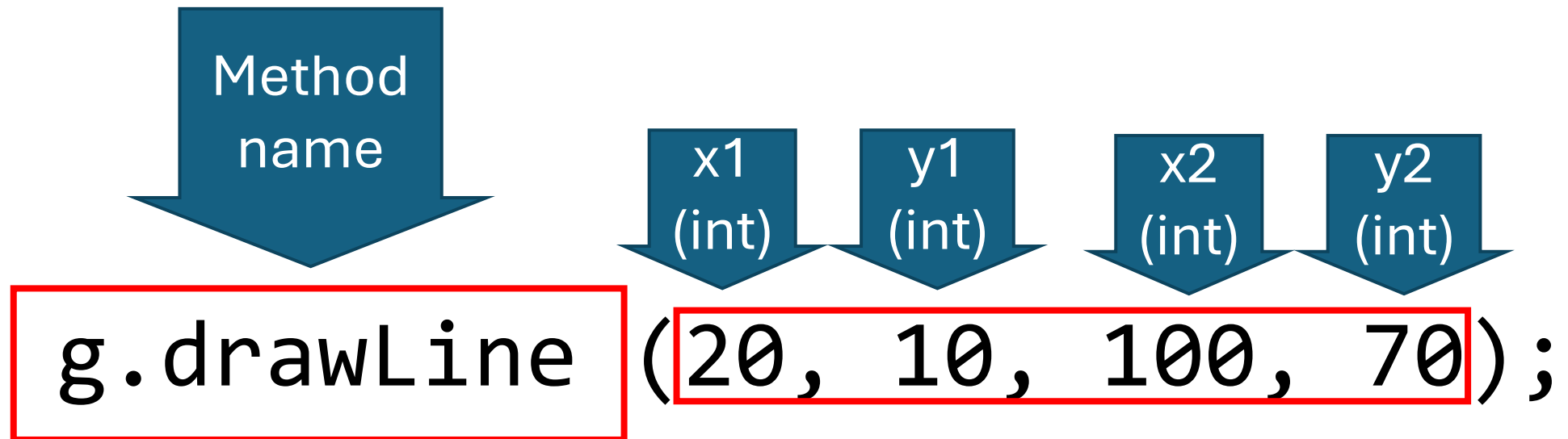


Method name = what
you want drawn

Parameters = values the method needs

What is the
value of x2?

`g.drawLine (10, 20, 30, 50);`

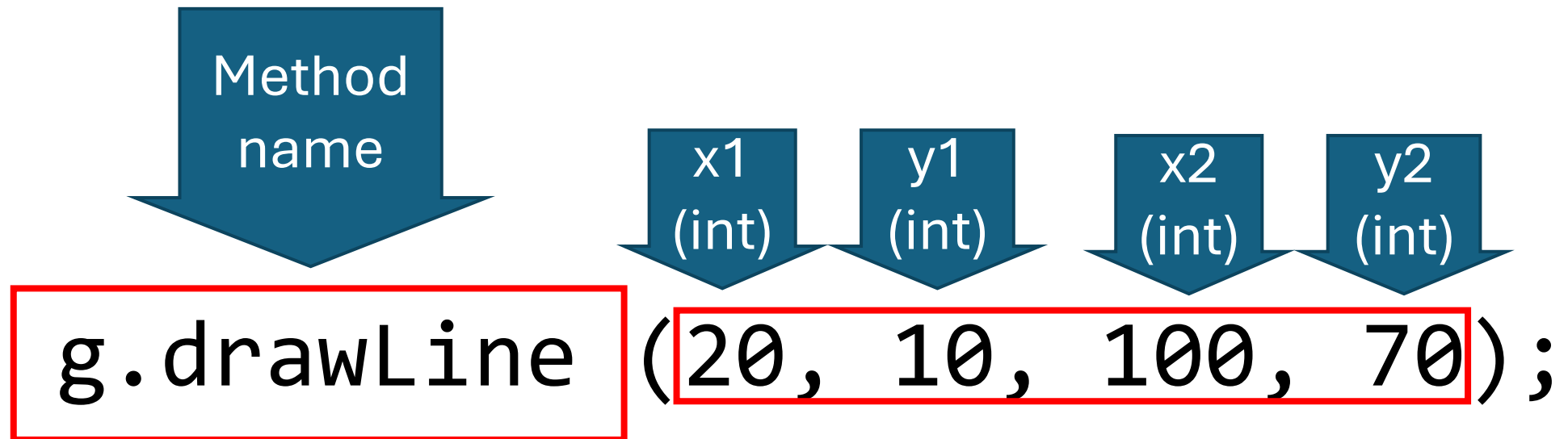


Method name = what
you want drawn

Parameters = values the method needs

What is the
value of y1?

```
g.drawLine (10, 20, 30, 50);
```

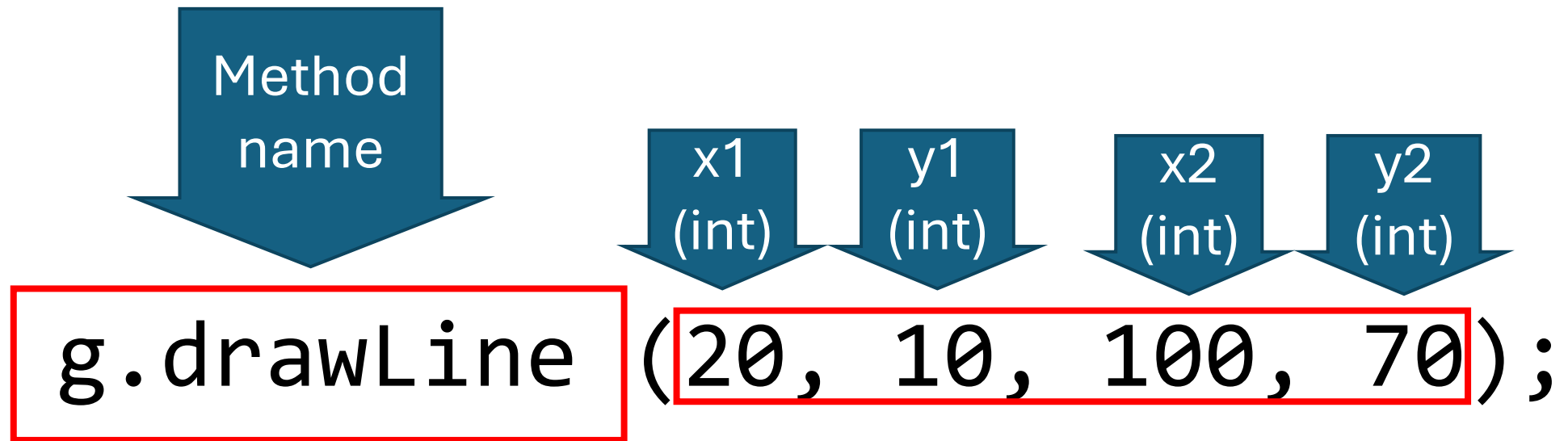


Method name = what
you want drawn

Parameters = values the method needs

How many
parameters?

```
g.drawLine (10, 20, 30, 50);
```

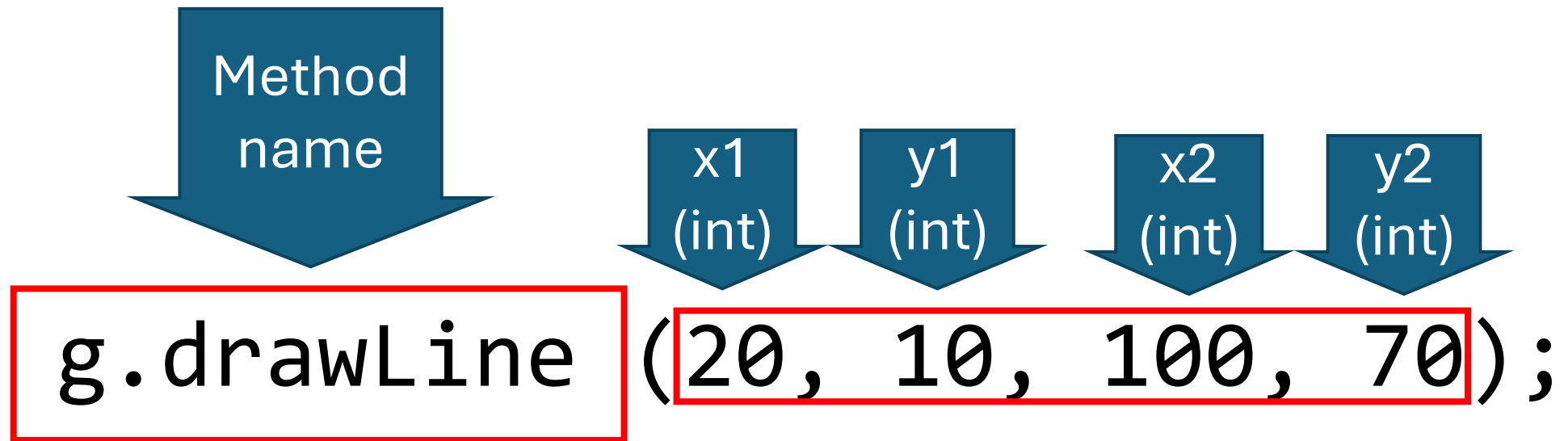


Method name = what
you want drawn

Parameters = values the method needs

What is the
method
name?

```
g.setColor (Color.yellow);
```

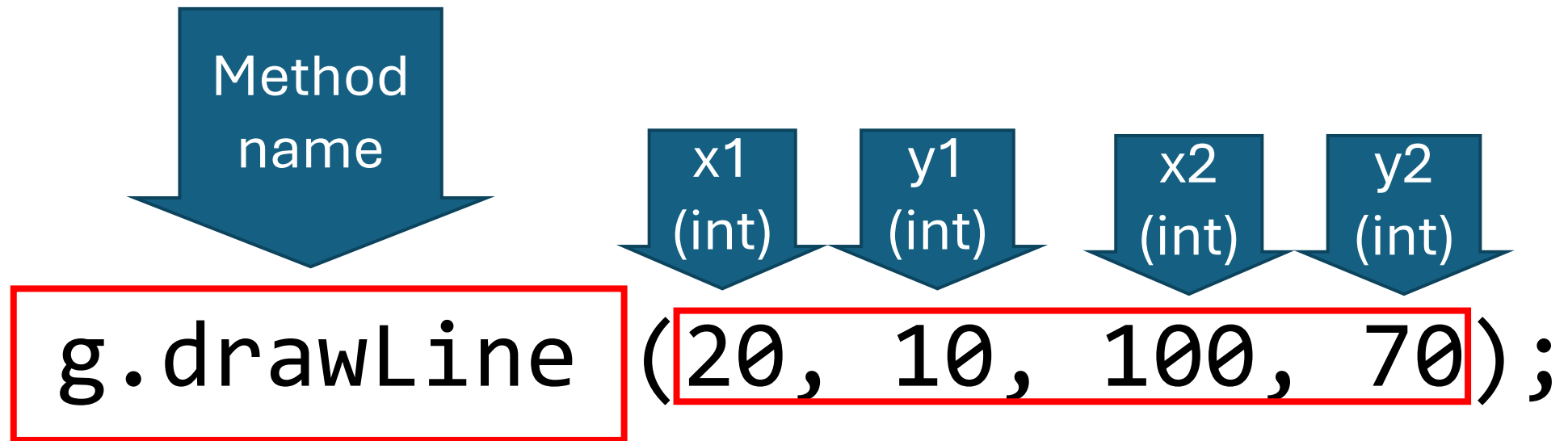


Method name = what
you want drawn

Parameters = values the method needs

How many
parameters?

```
g.setColor (Color.yellow);
```



Method name = what
you want drawn

Parameters = values the method needs

what value
is passed in
the
parameter?

`g.setColor (Color.yellow);`

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

Class – contains code



Graphics go
in Applets

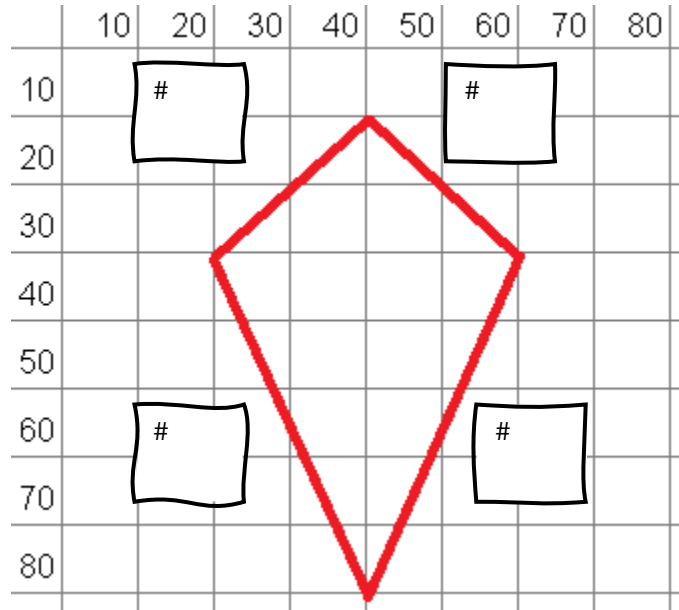
```
public class Line extends Applet  
{  
    Paint Method  
    public void paint (Graphics g)  
    {  
        g.setColor(Color.green);  
        g.drawLine (20, 10, 100, 70);  
        g.drawLine (100, 70, 80, 40);  
    }  
}
```

There are many built in methods coded by the people who wrote Java.

```
g.setColor (Color.yellow);  
g.drawLine (20, 10, 100, 70);  
g.fillRect (20, 10, 90, 70);  
g.drawOval (20, 10, 90, 70);
```

We are also going to learn to write our own in this class.

```
drawFish (29, 50);
```



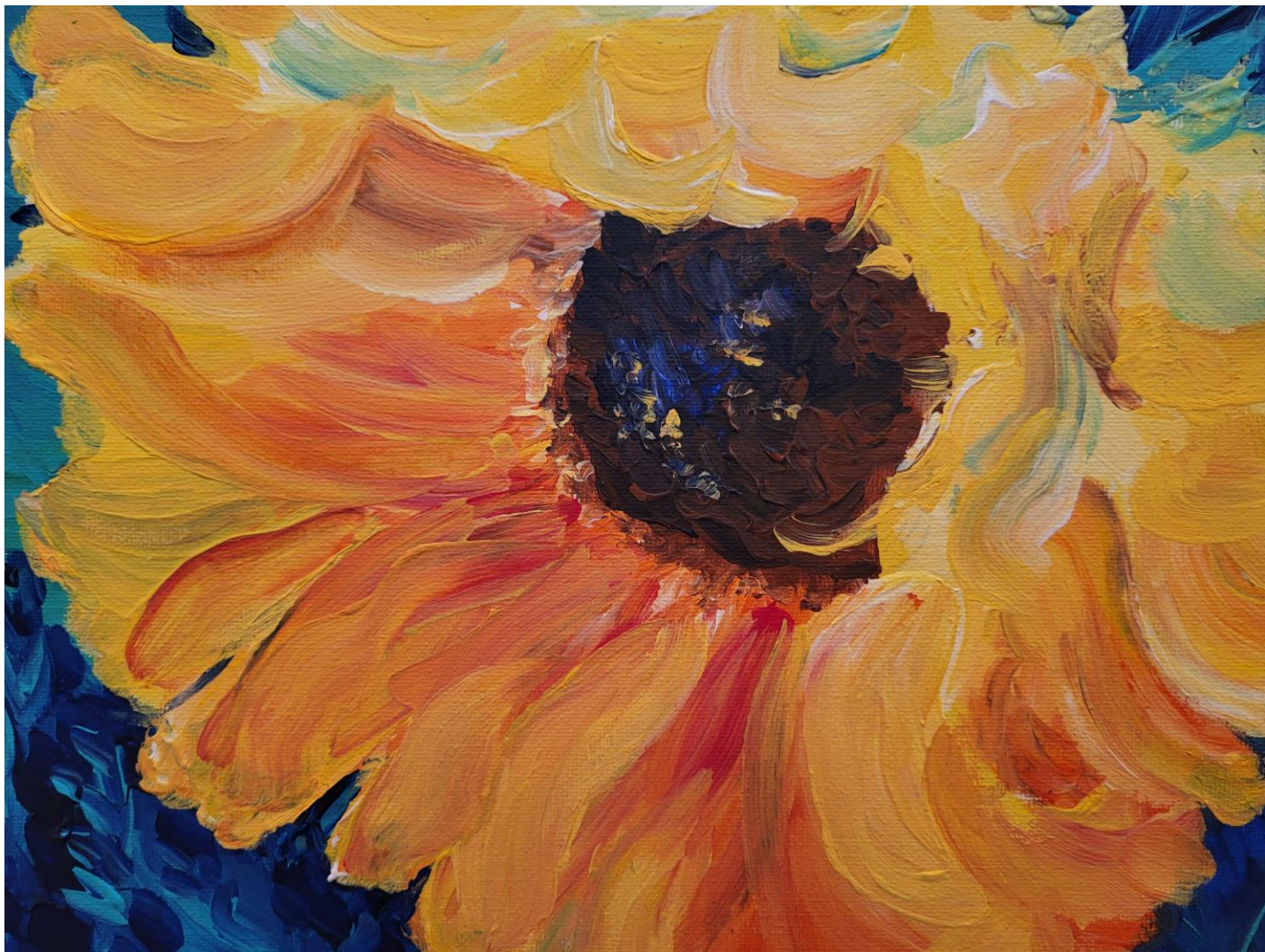
Kite.java - Ready to Program

File Edit Search Mark Run Help

Stop Pause Open Save Indent Print Cut Copy Paste Find Find Next Replace

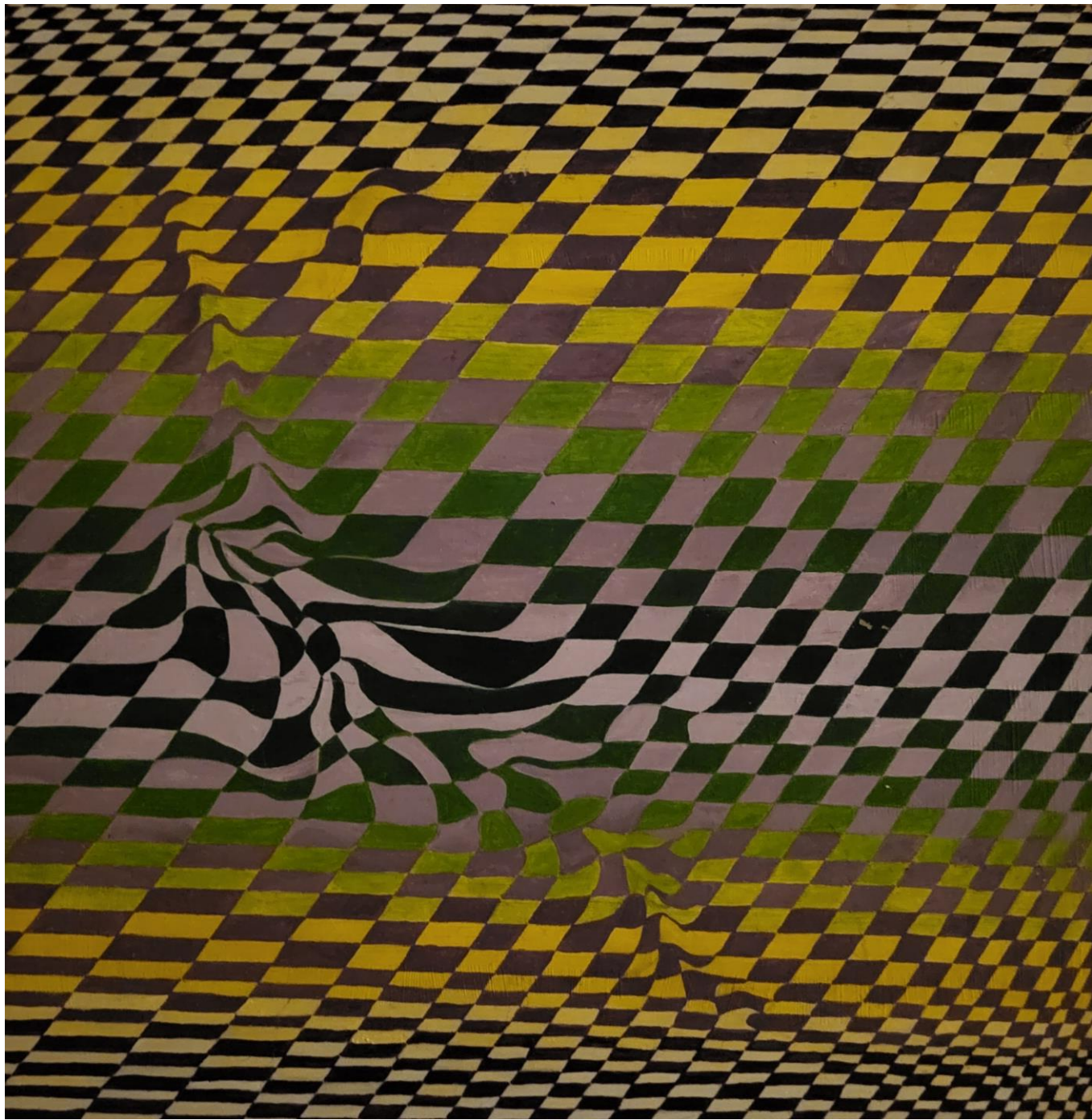
```
import java.applet.*;
import java.awt.*;
public class Kite extends Applet
{
    public void paint (Graphics g)
    {
        g.drawLine (20, 30, 40, 10);
        g.drawLine (40, 10, 60, 30);
        g.drawLine (60, 30, 40, 80);
        g.drawLine (40, 80, 20, 30);
    }
}
```

Line 8 of 14 Col 4

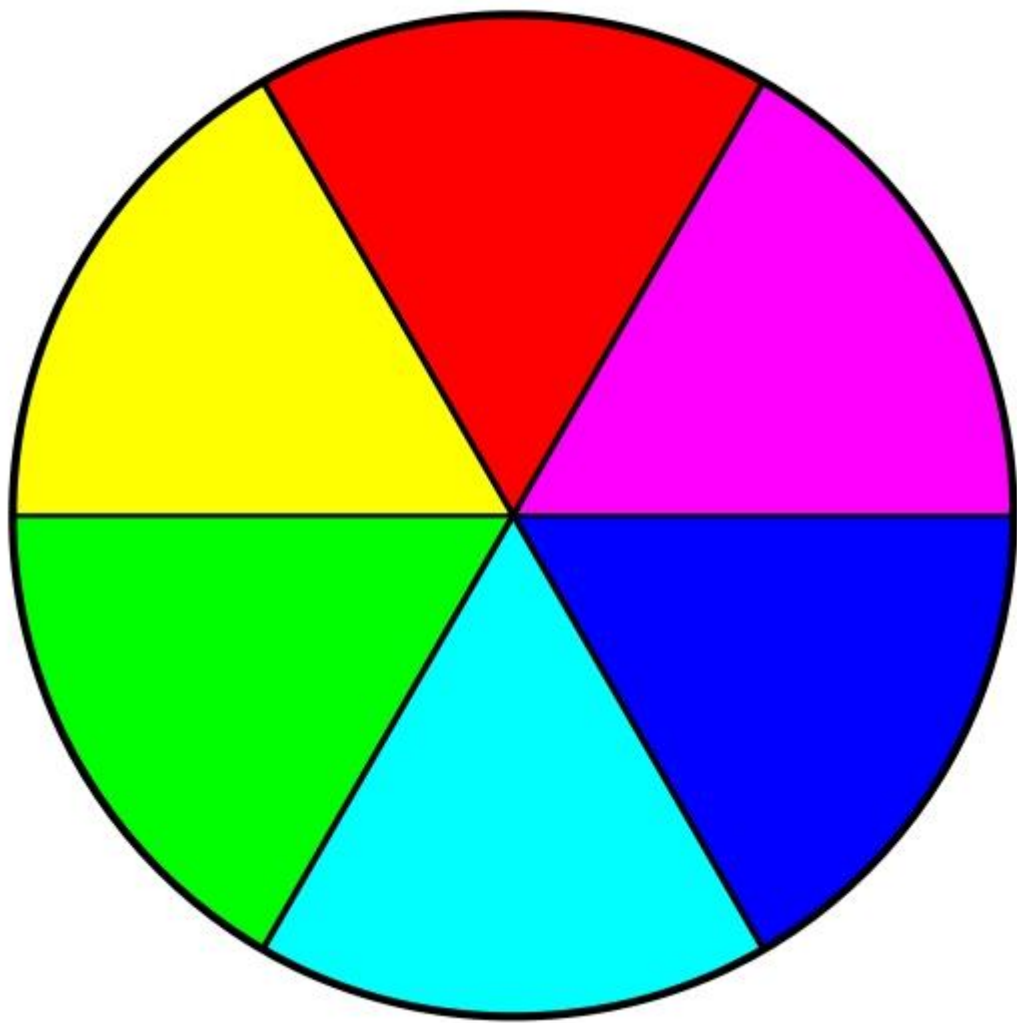






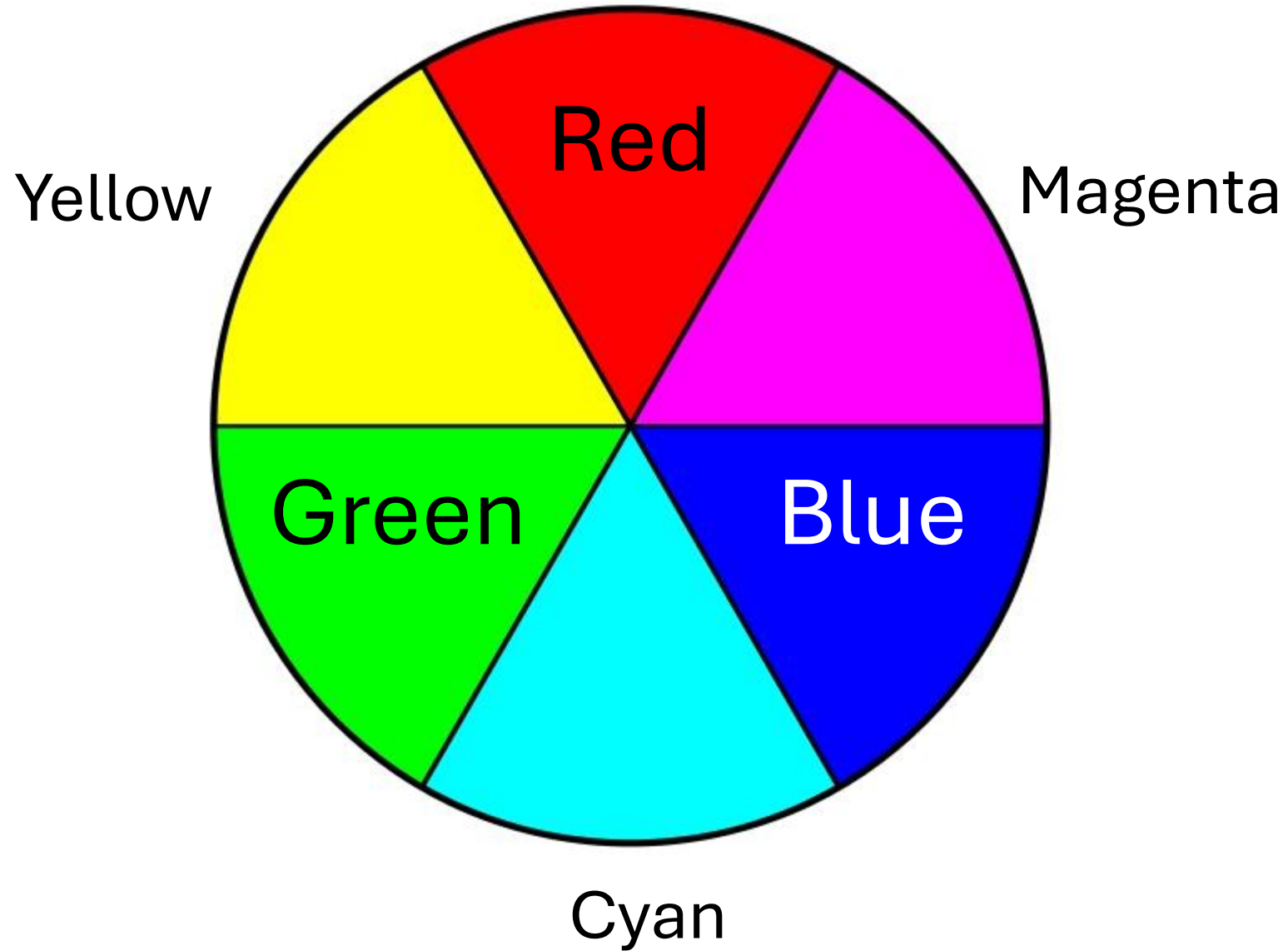




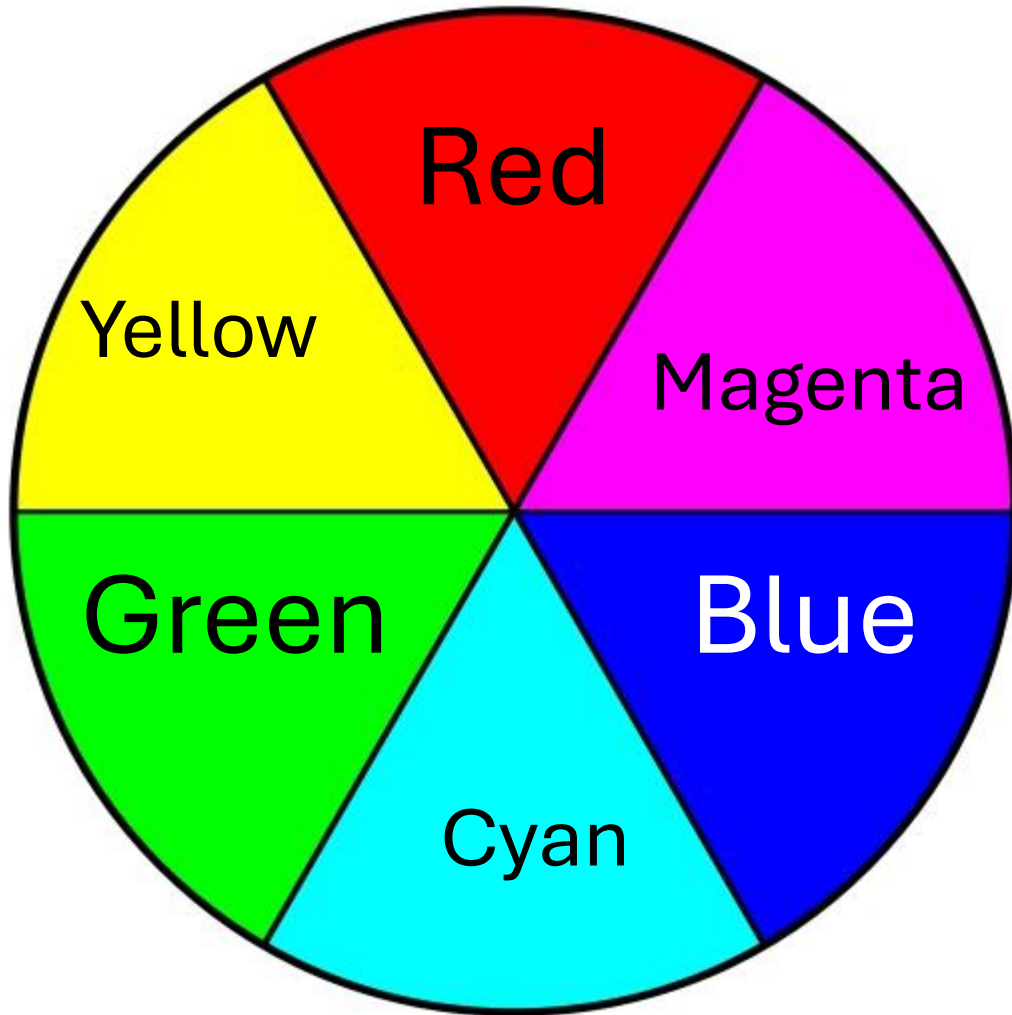




RGB Colours



RGB Colours



$$R + G = Y$$

$$G + B = C$$

$$R + B = M$$

Java's default
colour codes
are listed

Color.RED	Color.WHITE
Color.GREEN	Color.GRAY
Color.BLUE	Color.DARK_GRAY
Color.MAGENTA	Color.LIGHT_GRAY
Color.CYAN	Color.ORANGE
Color.YELLOW	Color.PINK
Color.BLACK	

