

AWT ELLIPSE2D CLASS

http://www.tutorialspoint.com/awt/awt_ellipse2d_class.htm

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Introduction

The Ellipse2D class states an ellipse that is defined by a framing rectangle.

Class declaration

Following is the declaration for **java.awt.geom.Ellipse2D** class:

```
public abstract class Ellipse2D
    extends RectangularShape
```

Class constructors

S.N.	Constructor & Description
1	protected Ellipse2D This is an abstract class that cannot be instantiated directly.

Class methods

S.N.	Method & Description
1	boolean contains <i>doublex, doubley</i> Tests if the specified coordinates are inside the boundary of the Shape.
2	boolean contains <i>doublex, doubley, doublew, doubleh</i> Tests if the interior of the Shape entirely contains the specified rectangular area.
3	boolean equals <i>Objectobj</i> Determines whether or not the specified Object is equal to this Ellipse2D.
4	PathIterator getPathIterator <i>AffineTransform</i> Returns an iteration object that defines the boundary of this Ellipse2D.
5	int hashCode Returns the hashCode for this Ellipse2D.
6	boolean intersects <i>doublex, doubley, doublew, doubleh</i>

Tests if the interior of the Shape intersects the interior of a specified rectangular area.

Methods inherited

This class inherits methods from the following classes:

- java.lang.Object

Ellipse2D Example

Create the following java program using any editor of your choice in say **D:/ > AWT > com > tutorialspoint > gui >**

AWTGraphicsDemo.java

```
package com.tutorialspoint.gui;

import java.awt.*;
import java.awt.event.*;
import java.awt.geom.*;

public class AWTGraphicsDemo extends Frame {

    public AWTGraphicsDemo(){
        super("Java AWT Examples");
        prepareGUI();
    }

    public static void main(String[] args){
        AWTGraphicsDemo awtGraphicsDemo = new AWTGraphicsDemo();
        awtGraphicsDemo.setVisible(true);
    }

    private void prepareGUI(){
        setSize(400,400);
        addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent windowEvent){
                System.exit(0);
            }
        });
    }

    @Override
    public void paint(Graphics g) {
        Ellipse2D shape = new Ellipse2D.Float();
        shape setFrame(100, 150, 200,100);
        Graphics2D g2 = (Graphics2D) g;
        g2.draw (shape);
        Font font = new Font("Serif", Font.PLAIN, 24);
        g2.setFont(font);
        g.drawString("Welcome to Tutorialspoint", 50, 70);
        g.drawString("Ellipse2D.Oval", 100, 120);
    }
}
```

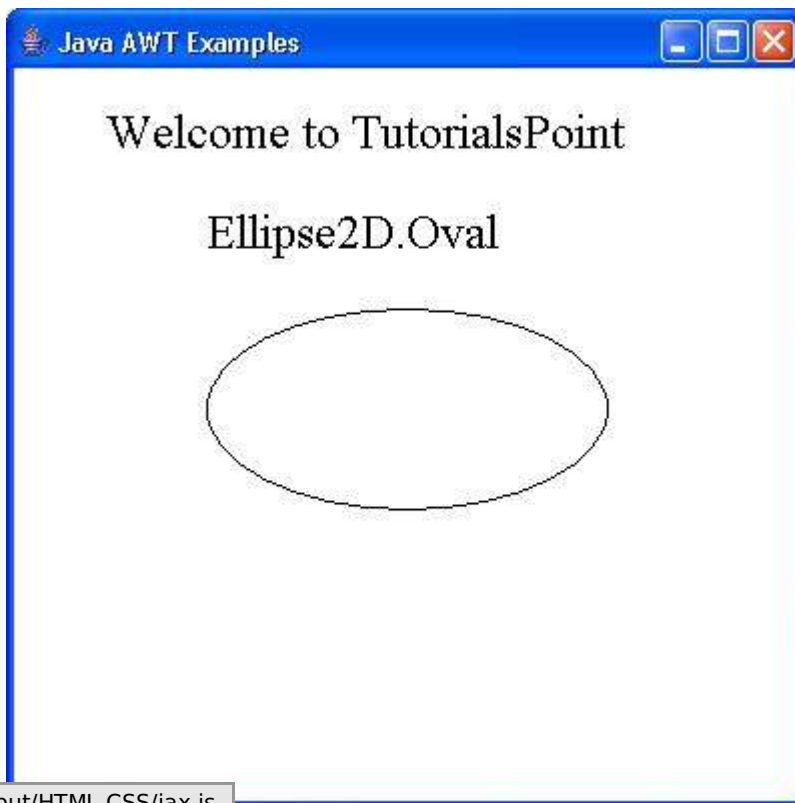
Compile the program using command prompt. Go to **D:/ > AWT** and type the following command.

```
D:\AWT>javac com\tutorialspoint\gui\AWTGraphicsDemo.java
```

If no error comes that means compilation is successful. Run the program using following command.

```
D:\AWT>java com.tutorialspoint.gui.AWTGraphicsDemo
```

Verify the following output



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