

Graphics controls allows application to draw onto the component or on image.

Graphics Controls

Sr. No.	Control & Description
1	<p>Graphics</p> <p>It is the top level abstract class for all graphics contexts.</p>
2	<p>Graphics2D</p> <p>It is a subclass of Graphics class and provides more sophisticated control over geometry, coordinate transformations, color management, and text layout.</p>
3	<p>Arc2D</p> <p>Arc2D is the abstract superclass for all objects that store a 2D arc defined by a framing rectangle, start angle, angular extent <i>lengthofthearc</i>, and a closure type <i>OPEN, CHORD, orPIE</i>.</p>
4	<p>CubicCurve2D</p> <p>The CubicCurve2D class is the abstract superclass for all objects which store a 2D cubic curve segment and it defines a cubic parametric curve segment in x, y coordinate space.</p>
5	<p>Ellipse2D</p> <p>The Ellipse2D is the abstract superclass for all objects which store a 2D ellipse and it describes an ellipse that is defined by a framing rectangle.</p>
6	<p>Rectangle2D</p> <p>The Rectangle2D class is an abstract superclass for all objects that store a 2D rectangle and it describes a rectangle defined by a location x, y and dimension $w \times h$.</p>
7	<p>QuadCurve2D</p> <p>The QuadCurve2D class is an abstract superclass for all objects that store a 2D quadratic curve segment and it describes a quadratic parametric curve segment in x, y coordinate space.</p>
8	<p>Line2D</p> <p>This Line2D represents a line segment in x, y coordinate space.</p>

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[Font](#)

The Font class represents fonts, which are used to render text in a visible way.

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[Color](#)

The Color class is used encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a ColorSpace.

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[BasicStroke](#)

The BasicStroke class defines a basic set of rendering attributes for the outlines of graphics primitives, which are rendered with a Graphics2D object that has its Stroke attribute set to this BasicStroke.

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