

JAVA EXAMPLES - DISPLAY LINE USING GUI

http://www.tutorialspoint.com/javaexamples/gui_line.htm

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Problem Description:

How to draw a line using GUI?

Solution:

Following example demonstrates how to draw a line using draw method of Graphics2D class with Line2D object as an argument.

```
import java.awt.*;
import java.awt.event.*;
import java.awt.geom.Line2D;
import javax.swing.JApplet;
import javax.swing.JFrame;

public class Main extends JApplet {
    public void init() {
        setBackground(Color.white);
        setForeground(Color.white);
    }
    public void paint(Graphics g) {
        Graphics2D g2 = (Graphics2D) g;
        g2.setRenderingHint(RenderingHints.KEY_ANTIALIASING,
            RenderingHints.VALUE_ANTIALIAS_ON);
        g2.setPaint(Color.gray);
        int x = 5;
        int y = 7;
        g2.draw(new Line2D.Double(x, y, 200, 200));
        g2.drawString("Line", x, 250);
    }
    public static void main(String s[]) {
        JFrame f = new JFrame("Line");
        f.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent e) {
                System.exit(0);
            }
        });
        JApplet applet = new Main();
        f.getContentPane().add("Center", applet);
        applet.init();
        f.pack();
        f.setSize(new Dimension(300, 300));
        f.setVisible(true);
    }
}
```

Result:

The above code sample will produce the following result.

Line is displayed in a frame
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