

Standard Drawing

Standard drawing. **StdDraw** library has methods to produce graphical output.

```
public class StdDraw
```

```
void line(double x0, double y0, double x1, double y1)
```

```
void point(double x, double y)
```

```
void text(double x, double y, String s)
```

```
void circle(double x, double y, double r)
```

```
void filledCircle(double x, double y, double r)
```

```
void square(double x, double y, double r)
```

```
void filledSquare(double x, double y, double r)
```

```
void polygon(double[] x, double[] y)
```

```
void filledPolygon(double[] x, double[] y)
```

```
void setXscale(double x0, double x1)
```

reset x range

```
void setYscale(double y0, double y1)
```

reset y range

```
void setPenRadius(double r)
```

```
void setFont(Font f)
```

```
void setCanvasSize(int w, int h)
```

```
void clear(Color c)
```

clear canvas; color it c

```
void show(int dt)
```

show all; pause dt msec.

```
void save(String filename)
```

save to .jpg or .png file

```
void picture(double x, double y, String filename)
```

plot image file on canvas

library developed
for this course
(and also broadly useful)

