

Zeichnen auf dem Panel

Leinwand.java

```
import java.awt.*;
import java.awt.event.*;

public class Leinwand extends Frame
{
    public Leinwand ()
    {
        setTitle("Leinwand");
        addWindowListener(new TestWindowListener());

        add(new DrawingPanel());

        setSize(500,500);
        setVisible(true);
    }

    class DrawingPanel extends Panel
    {
        public void paint(Graphics g)
        {
            g.setColor(Color.GREEN);
            g.fillRect(20, 10, 50, 50);
            g.setColor(Color.RED);
            g.fillOval(100, 10, 50, 50);
            g.setColor(Color.BLUE);
            g.drawString("Hallo Welt!", 200, 40);
            g.setColor(Color.WHITE);
            g.drawRect(180, 10, 100, 50);
        }
    }

    class TestWindowListener extends WindowAdapter
    {
        public void windowClosing(WindowEvent e)
        {
            e.getWindow().dispose();
            System.exit(0);
        }
    }

    public static void main (String args[])
    {
        new Leinwand ();
    }
}
```

}

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Last update: **11.03.2020 14:20**

