|  |
| --- |
| drawLine(int x1, int y1, int x2, int y2)            Draws a line, using the current color, between the points (x1, y1) and (x2, y2). |
| [drawRect](http://docs.oracle.com/javase/1.4.2/docs/api/java/awt/Graphics.html#drawRect(int, int, int, int))(int x, int y, int width, int height)            Draws the outline of a rectangle whose upper-left corner is at (x, y) and whose width and height are width and height, using the current color. |
| [drawOval](http://docs.oracle.com/javase/1.4.2/docs/api/java/awt/Graphics.html#drawOval(int, int, int, int))(int x, int y, int width, int height)  Draws the outline of an oval, bounded by the rectangle whose upper-left corner is  at (x, y) and whose width and height are width and height, using the current color. |
| [fillRect](http://docs.oracle.com/javase/1.4.2/docs/api/java/awt/Graphics.html#fillRect(int, int, int, int))**(int x, int y, int width, int height)**  Draws rectangle whose upper-left corner is at (x, y) and whose width and height  is width and height, filled with the current color. |
| [fillOval](http://docs.oracle.com/javase/1.4.2/docs/api/java/awt/Graphics.html#fillOval(int, int, int, int))**(int x, int y, int width, int height)**    Draws an oval, bounded by the rectangle whose upper-left corner is at (x, y) and  whose width and height are width and height, filled using the current color. |

**Figure 3.7 Primitive shape drawing methods in the Graphics class.**