

SimpleCanvas API

A SimpleCanvas represents a window on the computer screen where lines and shapes can be drawn.

Constructors

- `SimpleCanvas(int width, int height)`
 - Creates a canvas in a new window on the screen of the given width and height.
- `SimpleCanvas(int width, int height, String title)`
 - Same as above, but lets you specify the title of the window.

Instance Methods

- `void drawCircle(int centerX, int centerY, int radius)`
 - Draws a circle centered at (centerX, centerY) of the given radius.
- `void drawOval(int centerX, int centerY, int radiusX, int radiusY)`
 - Draws an oval centered at (centerX, centerY) with the given x-radius and y-radius.
- `void drawRectangle(int topLeftX, int topLeftY, int width, int height)`
 - Draws a rectangle with the top left corner at (topLeftX, topLeftY) and the given width and height.
- `void drawFilledCircle(int centerX, int centerY, int radius)`
- `void drawFilledOval(int centerX, int centerY, int radiusX, int radiusY)`
- `void drawFilledRectangle(int topLeftX, int topLeftY, int width, int height)`
- `void drawLine(int x1, int y1, int x2, int y2)`
 - Draws a line from the point (x1, y1) to (x2, y2).
- `void drawString(int x, int y, String text)`
 - Writes the specified text on the screen at the coordinates (x, y).
- `void setLineThickness(int size)`
 - Sets the thickness of the lines used for drawing lines and non-filled shapes.
- `void drawImage(int x, int y, String filename)`
 - Draws an image on the canvas with the top-left corner at (x, y). Supports JPG or PNG (maybe others too).
- `void setPenColor(Color c)`
 - Sets the color of the "pen" used for drawing lines and shapes.
- `void show()`
 - Show the canvas window on the screen. Automatically draws all shapes since the last update.

- `void hide()`
 - Hide the canvas window on the screen (make it invisible).
- `void update()`
 - Update the canvas drawing to draw everything since the last update.
- `int getHeight()`
 - Get the height on the canvas in pixels.
- `int getWidth()`
 - Get the width of the canvas in pixels.
- `Color getPixelColor(int x, int y)`
 - Get the color of a specific pixel on the canvas.
- `void setPixelColor(int x, int y, Color c)`
 - Set the color of a specific pixel on the canvas.

Color API

The Color class represents a red-green-blue color that can be displayed on the screen.

Constructors

- `Color(int r, int g, int b)`
 - Creates a new RGB color with the specified values. Each value should be between 0 and 255, inclusive.

Instance Methods

- `int getRed()`
 - Returns the red component of this color (0-255).
- `int getGreen()`
 - Returns the green component of this color (0-255).
- `int getBlue()`
 - Returns the blue component of this color (0-255).
- `Color brighter()`
 - Returns a color of the same hue that is brighter than this color.
- `Color darker()`
 - Returns a color of the same hue that is darker than this color.
- `boolean equals(Color otherColor)`
 - Returns true if this color is the same color as otherColor.