Question X: Graphics in Java

1. Draw the figure that results from the following sequence of drawing statements in Java2D. [6]

```
canvas.draw (new Line2D.Float (0, 0, 15, 50));
canvas.draw (new Line2D.Float (15, 50, 30, 0));
canvas.draw (new Ellipse2D.Float (35, 0, 30, 50));
canvas.draw (new Line2D.Float (70, 0, 85, 50));
canvas.draw (new Line2D.Float (85, 50, 100, 0));
canvas.draw (new Line2D.Float (100, 0, 115, 50));
canvas.draw (new Line2D.Float (115, 50, 130, 0));
```


2. What do the **translate** and **scale** methods in the Graphics2D API do? [2]

translate moves the origin of the canvas for subsequent operations to the specified location. scale multiplies subsequent coordinates by the specified amounts.