Graphics Library API

Each bolded word represents the constructor for instances of that class.

**GraphWin**([<title>, [<width>, [<height>]]])
- setBackground(<color>) changes the background color
- close() closes the window
- getMouse() waits for a mouse click and returns the Point where it occurred
- getWidth() returns the width of the window
- getHeight() returns the height of the window

**Point**(<x_coord>, <y_coord>)
- getX() returns the X coordinate
- getY() returns the Y coordinate

**Line**(<point1>, <point2>)
- getCenter() returns the mid Point of the line
- getP1() returns the start Point of the line
- getP2() returns the end Point of the line

**Circle**(<centerPoint>, <radius>)
- getCenter() returns the center Point of the circle
- getRadius() returns the radius of the circle

**Rectangle**(<upper_left_point1>, <lower_right_point2>)
- getCenter() returns the center Point of the rectangle
- getP1() returns the Point at the upper left corner
- getP2() returns the Point at the lower right corner

**Oval**(<point1>, <point2>)
- getCenter() returns the center Point of the oval
- getP1() returns the Point at the upper left corner of the bounding box
- getP2() returns the Point at the lower right corner of the bounding box

**Polygon**(<point1>,...)
- getPoints() returns a list of the Points in the polygon
Text(<anchorPoint>, <string>)

setText(<string>)  sets the text to the string
getText()          returns the current text
getAnchor()        returns the anchor Point
setFace(<family>)  sets the font face, e.g., 'arial', 'courier'
setSize(<point>)   sets the font size (5-36 are legal)
setStyle(<style>)  sets the font style, e.g., 'bold', 'italic'
setTextColor(<color>) sets the text color

Entry(<anchorPoint>, <width>)

getAnchor()        returns the anchor Point
getText()          returns the current text
setText(<string>)  sets the text to string
setSize(<point>)   sets the font size (5-36 are legal)
setStyle(<style>)  sets the font style
setTextColor(<color>) sets the text color

All objects that can be drawn in a window (Point, Line, Circle, Oval, Rectangle, Polygon, Text, Entry) have some common methods (with some exceptions):

setFill(<color>)    sets the interior of the object to color
setOutline(<color>) sets the outline of the object to color
                     Does NOT work for Entry objects
setWidth(<pixels>)  sets the width of the outline
                     Does NOT work for Point, Text or Entry objects
draw(<window>)      draws the object in the window
undraw()            undraws the object
clone()             returns a duplicate of the object (in an undrawn state)
move(<dx>,<dy>)      moves the object dx units in the x direction and
dy units in the y direction