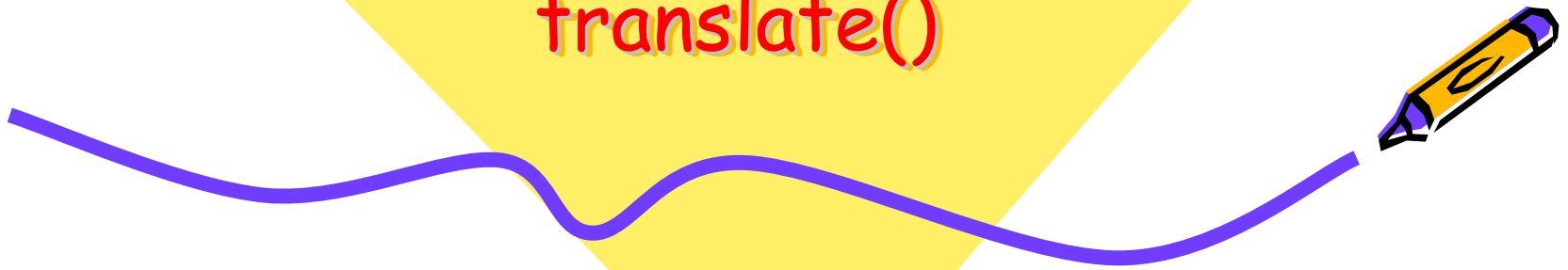


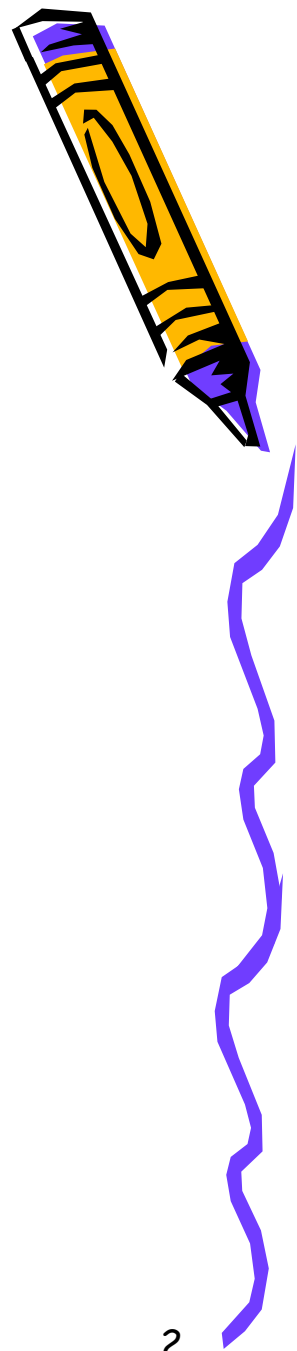


Repeating Drawing Objects using java Graphics2D draw() and translate()

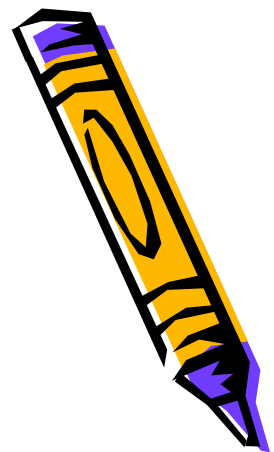
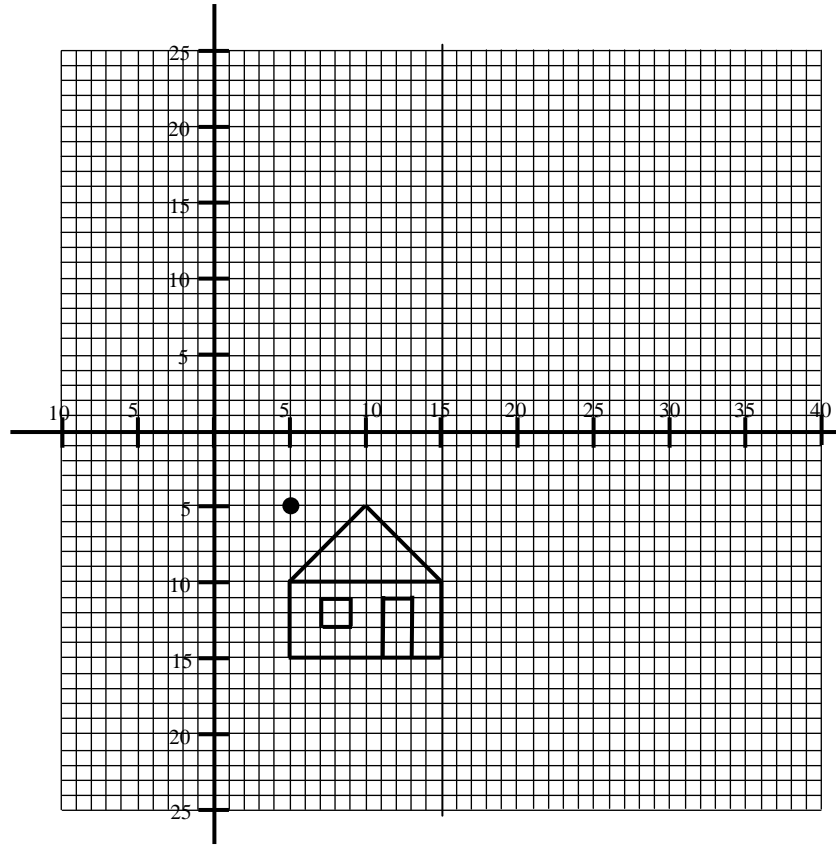


translate(), rotate() & scale()

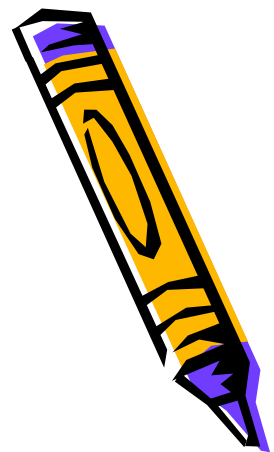
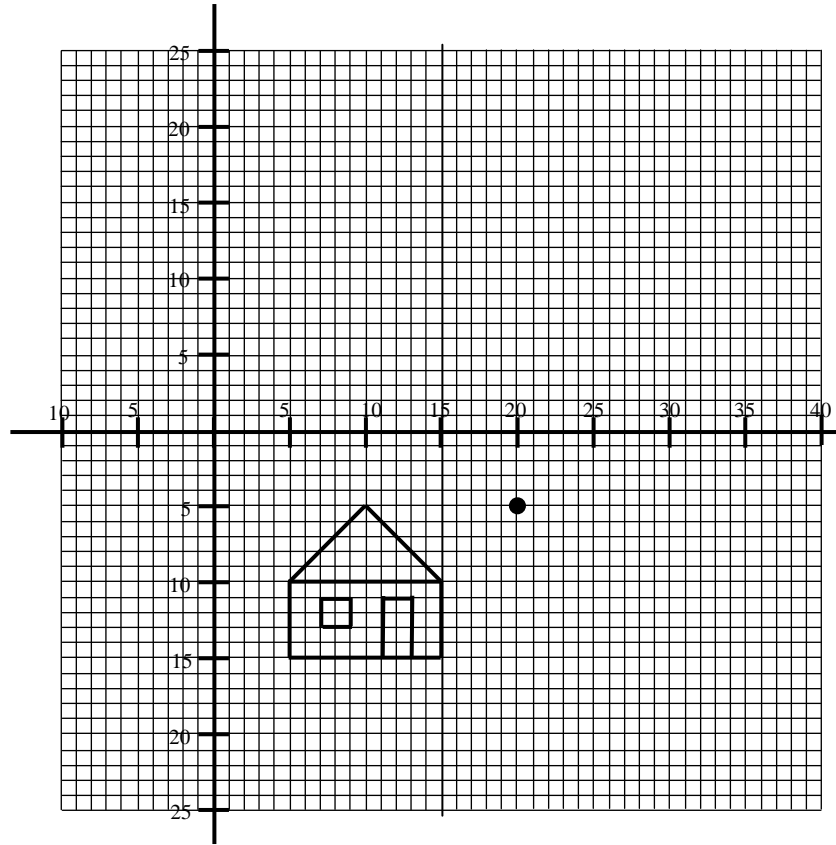
```
g2.draw(s);  
g2.translate(15, 0);  
g2.draw(s);  
g2.translate(15, 0);  
g2.draw(s);
```



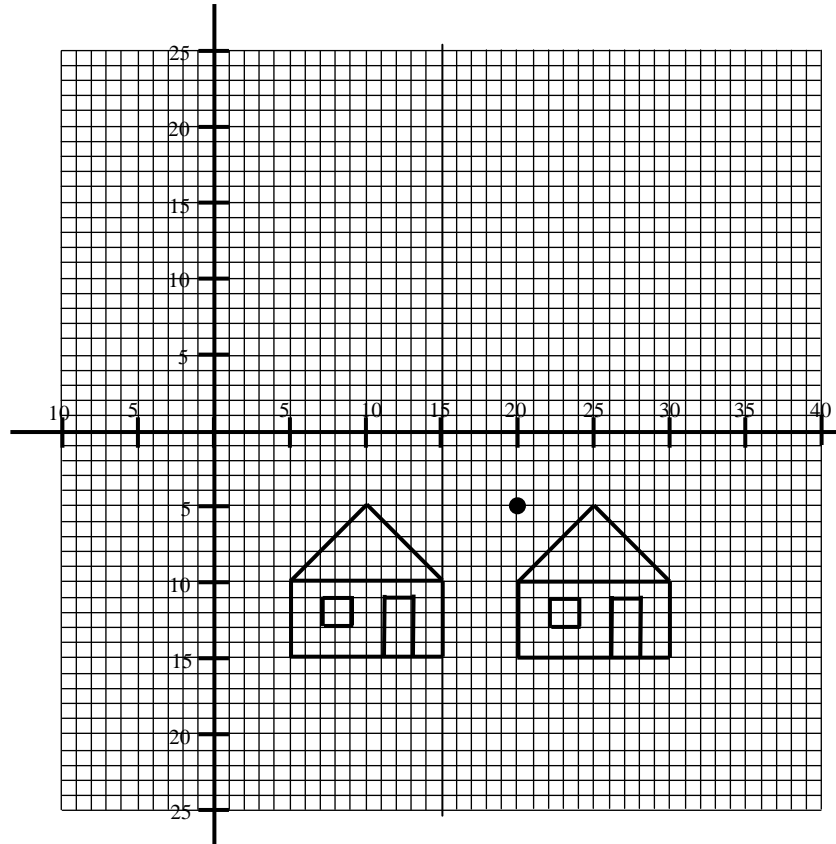
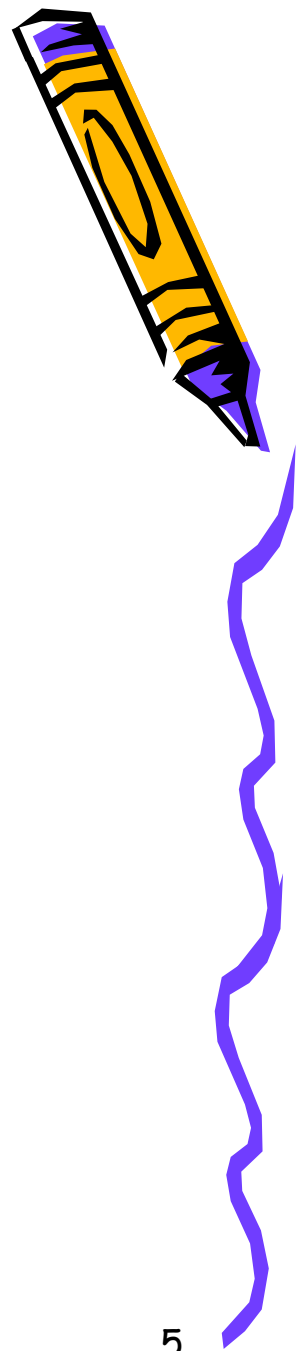
g2.draw(s) ;



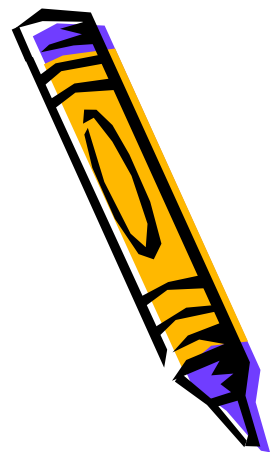
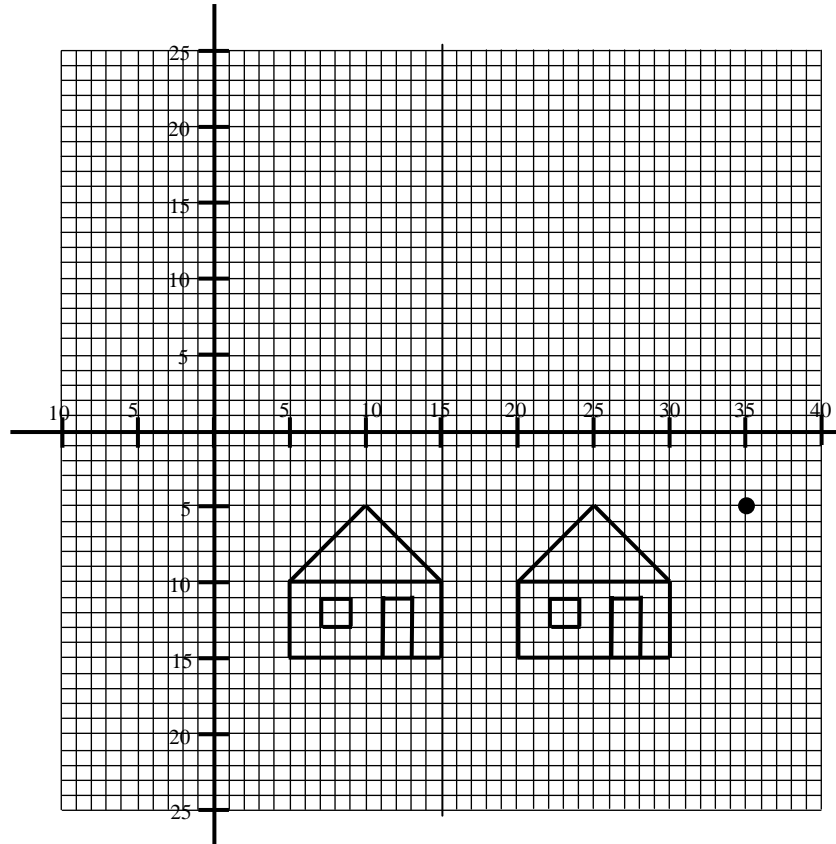
```
g2.translate(15, 0);
```



`g2.draw(s);`



```
g2.translate(15, 0);
```



g2.draw(s) ;

