



Transformations

java Graphics2D, translate(),
rotate() & scale()
#1

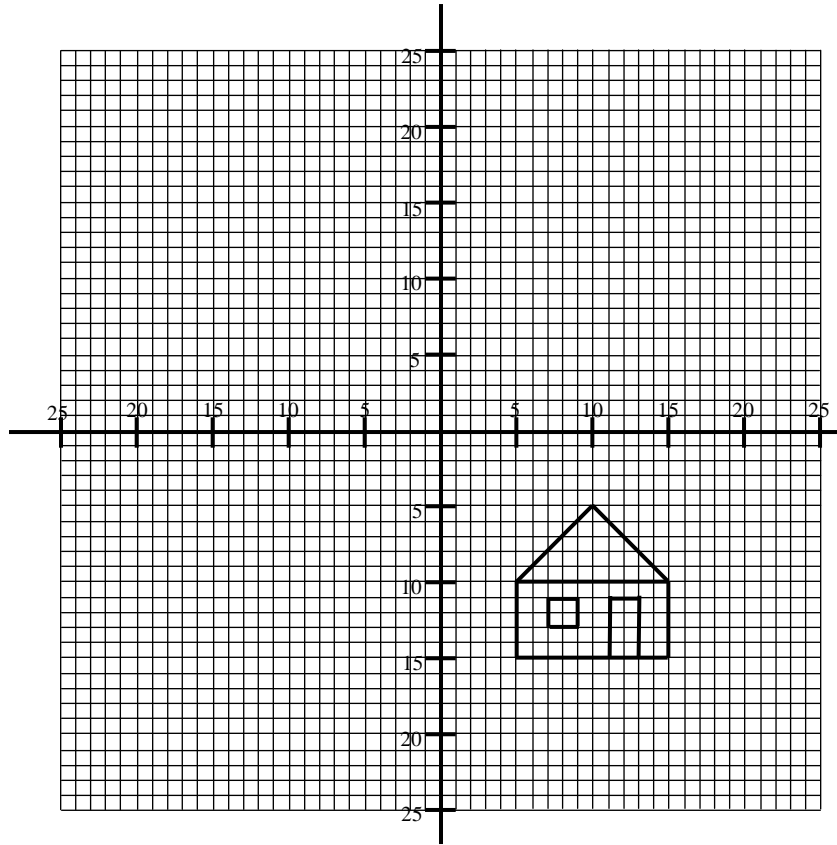
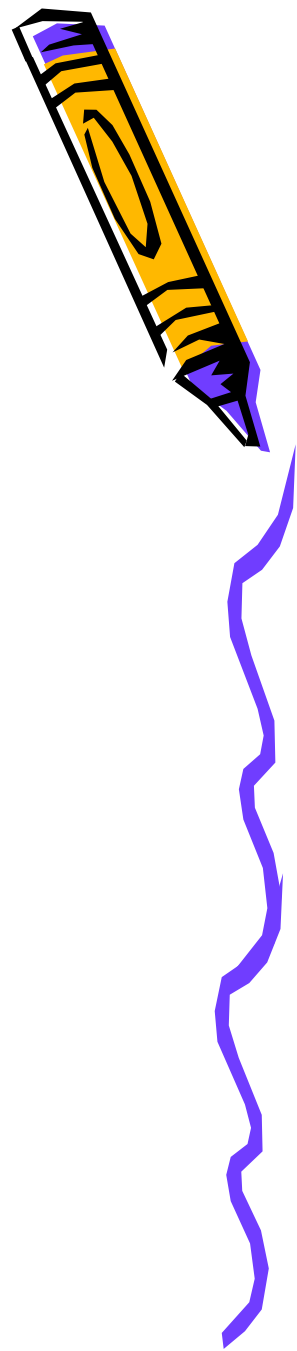


translate(), rotate() & scale()

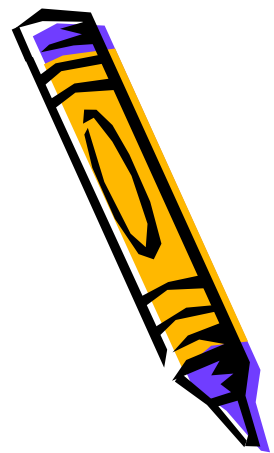
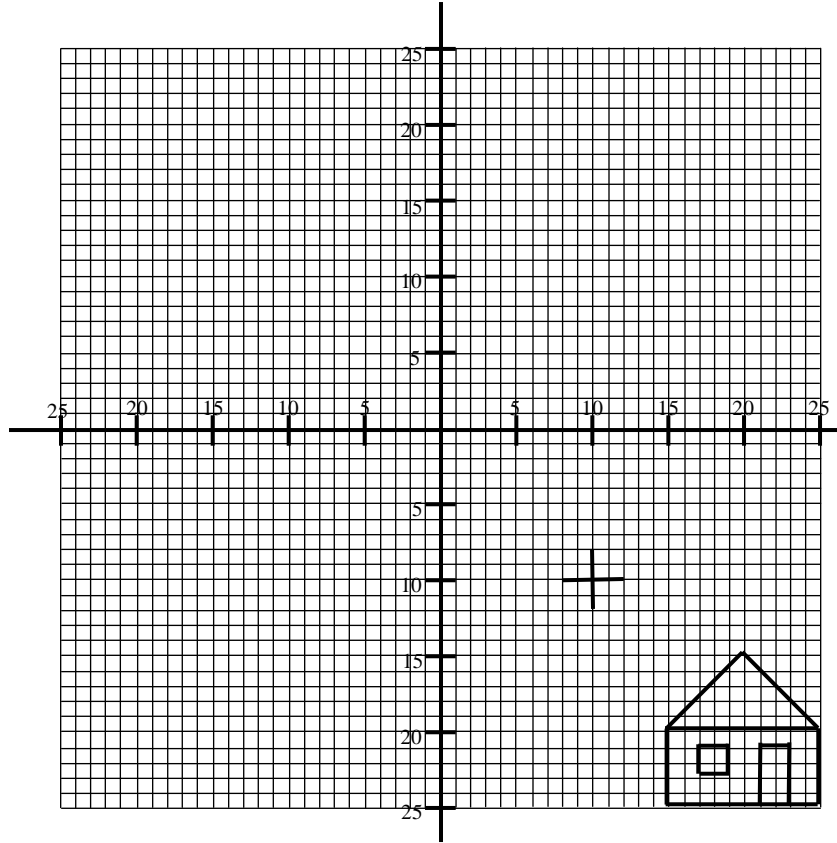
```
g2.translate(10, 10);  
g2.scale(-1, 1);  
g2.translate(5, 0);  
g2.rotate(Math.toRadians(90));  
g2.translate(-10, -5);  
g2.draw(p);
```



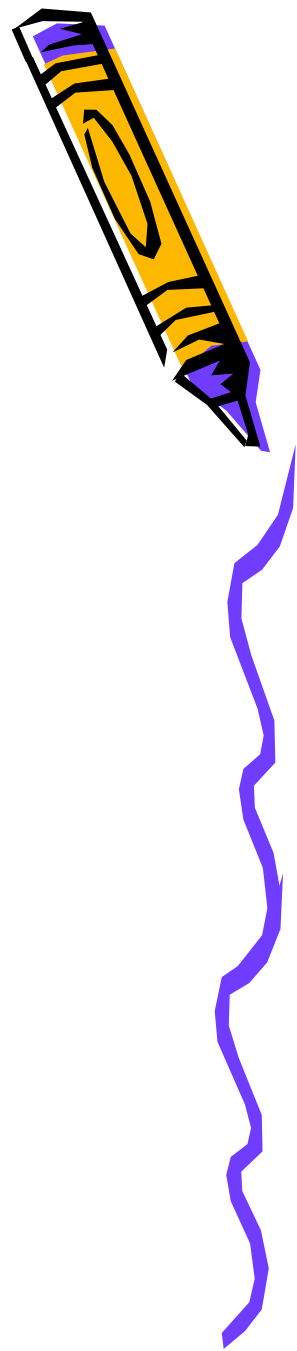
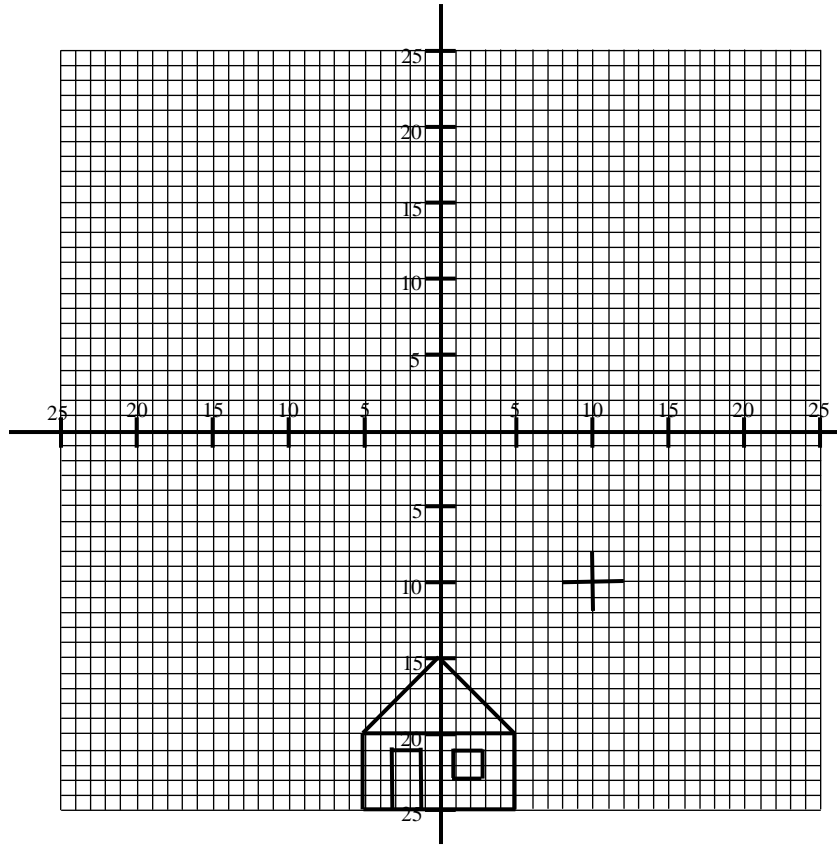
Starting Image



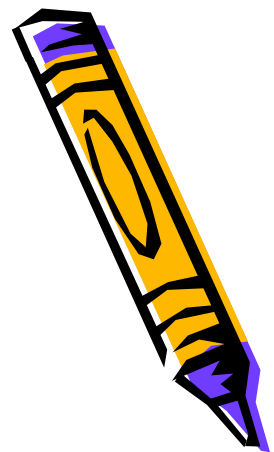
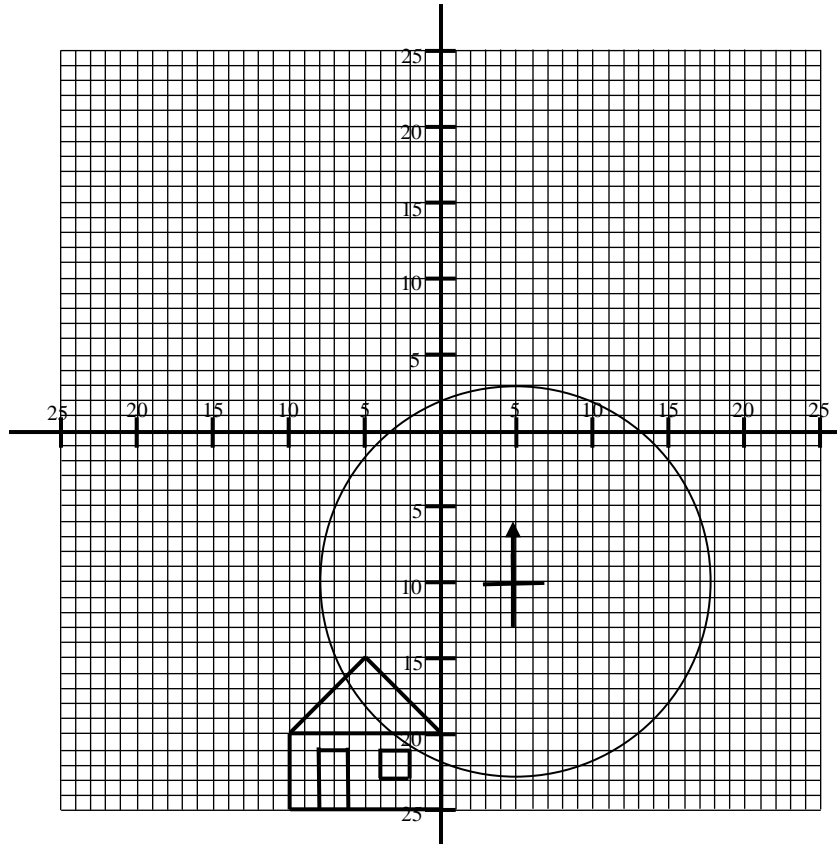
```
g2.translate(10, 10);
```



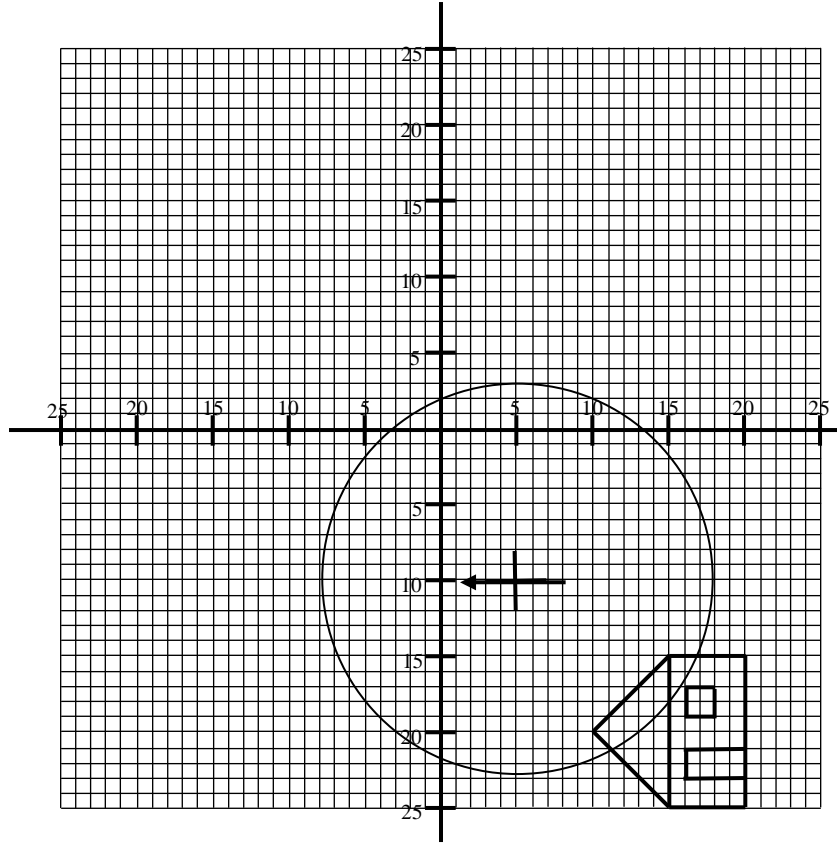
```
g2.scale(-1, 1);
```



`g2.translate(5, 0);`



`g2.rotate(Math.toRadians(90));`



```
g2.translate(-10, -5);
```

