

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~G y h e t r w t o i i n a j s m n s~~
~~l p v c o i h p s t o d u t e t~~
drawString: □□□ □□□□ End.

TextLayout 1: त्र कैरे End.

TextLayout 2: □□□ □□□□ End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~G y h e t r w t o i i n a j s m n s
l p v c o l h p s t o d u t e t
drawString: □□□□□□□□ End.~~

TextLayout 1: ऩ कैरे End.

TextLayout 2: □□□□ □□□□ End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~G y h e t r w t o i i n a j s m n s~~
~~l p v c o i h p s t o d u t e t~~
drawString: □□□ □□□□ End.

TextLayout 1: त्र कैरे End.

TextLayout 2: □□□ □□□□ End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~G y h e t r w . t o i j n a j s m n s
p v c o i h p s t o d u t e t
drawString: □□□□□□□□ End.~~

TextLayout 1: ऩ कैरे End.

TextLayout 2: □□□□ □□□□ End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~G y h e t r w t o i i n a j s m n s~~
~~l p v c o i h p s t o d u t e t~~
drawString: □□□ □□□□ End.

TextLayout 1: त्र कैरे End.

TextLayout 2: □□□ □□□□ End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~ByteDrawt-0-i-n-a-j-s-m-n-s
|p c o i h p s t o d u t e t
drawString: 000 0000 End.~~

TextLayout 1: ऩ कैरे End.

TextLayout 2: 000 0000 End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~GlyphVector origin
drawString: 0000 00000 End.~~

TextLayout 1: त्र कैरे End.

TextLayout 2: 0000 00000 End.

drawString(String str, int x, int y)
drawString(AttributedCharacterIterator iterator, int x, int y)
drawChars(char[], int off, int len, int x, int y)
drawBytes(byte[], int off, int len, int x, int y)
drawString(String s, float x, float y)
drawString(AttributedCharacterIterator iterator, float x, float y)
drawGlyphVector(GlyphVector g, float x, float y)
G_y_h_r_e_t_r_w_t_e_i_n_a_i_s_m_n_s
p_v_c_o_l_h_p_sto_d_u_t_e_t
drawString: 000 0000 End.
TextLayout 1: ३ कैरे End.
TextLayout 2: 000 0000 End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

G y h e t r w t o i i n a j s m n s
l p v c o i h p s t o d u t e t
drawString: □□□ □□□□ End.

TextLayout 1: त्र कैरे End.

TextLayout 2: □□□ □□□□ End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~GlyphVector~~ ~~o i i n a j s m n s~~
Glyp Vco I h p sto d u t e t
drawString: □□□ □□□□ End.

TextLayout 1: ऋ कैरे End.

TextLayout 2: □□□ □□□□ End.

drawString(String str, int x, int y)

drawString(AtributedCharacterIterator iteator, int x, int y)

drawChars(char[] char[], int off, int len, int x, int y)

drawBytes(byte[] byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AtributedCharacterIterator iteator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~GlyphVector
drawGlyphVector(GlyphVector g, float x, float y)~~

drawString: □□□□□□□□□□ End.

TextLayout 1: ॐ End.

TextLayout 2: □□□□□□□□□□ End.

qrswString(string str, int x, int y)

qrswString(AttributedCharscterIterator itersfor, int x, int y)

qrswChars(char[], int off, int len, int x, int y)

qrswBytes(byte[], int off, int len, int x, int y)

qrswString(string s, float x, float y)

qrswString(AttributedCharscterIterator itersfor, float x, float y)

qrswGlyphVector(GlyphVector g, float x, float

yrsh vector, float x, float y)

qrswString: □□□□□□□□□□ Endq.

TextFont f : 1 2 3 4 5 6 7 8 9 0

TextFont S : □□□□□□□□□□ Endq.

Τεχνητά γράμματα 5: □□□ □□□□ Ευα.

Τεχνητά γράμματα 1: 5 6 7 Ευα.

διασύνδεση: □□□ □□□□ Ευα.

ε λ μ ε ρ ω ι μ β ο ι ο υ ς ι ε ω υ ε
| b Λ c o r w i μ b o i o u s i e ω υ ε

διασύνδεση(επιλεγμένοι)(επιλεγμένοι, float x, float y)

διασύνδεση(AttributedCharacterIterator iterator, float x, float y)

διασύνδεση(string s, float x, float y)

διασύνδεση(byte[] p, int off, int len, int x, int y)

διασύνδεση(char[] p, int off, int len, int x, int y)

διασύνδεση(AttributedCharacterIterator iterator, int x, int y)

διασύνδεση(string s, int x, int y)

(y tni ,x tni ,rte print2)print2wsrb

(y tni ,x tni ,rotsreji rotsrethretsrsrnrCbajudirttA)print2wsrb

(y tni ,x tni ,nel tni ,ffo tni ,[]rsrhc)srnrCbwsrb

(y tni ,x tni ,nel tni ,ffo tni ,[]etyd)zetyBwsrb

(y tsofl ,x tsofl ,z print2)print2wsrb

(y tsofl ,x tsofl ,rotsreji rotsrethretsrsrnrCbajudirttA)print2wsrb

(y tsofl ,x tsofl ,g rotsræVrhqylE)rotsræVrhqylEwsrb

~~z n e j u . b o . t : z q n i o c o V n q l e
s n m s l s n h i o j w r j e n y e~~

.bnE □□□□□□□□□□:print2wsrb

.bnE 𐌺 𐌸 : ↑ tuoyrLtxeT

.bnE □□□□□□□□□□: S tuoyrLtxeT

`drawString(String str, int x, int y)`
`drawString(AttributedCharacterIterator str, int x, int y)`

`drawChars(char[], int off, int len, int x, int y)`

`drawBytes(byte[], int off, int len, int x, int y)`

`drawString(String s, float x, float y)`
`drawString(AttributedCharacterIterator str, float x, float y)`

`drawGlyphVector(GlyphVector g, float x, float y)`
`GlyphVector g, float x, float y`

`drawString: □□□ □□□□ End.`
TextLayout 1: त्र कैरे End.

TextLayout 2: □□□ □□□□ End.

```
drawString(AttributedString, int x, int y)
drawChars(char[], int off, int len, int x, int y)
drawBytes(byte[], int off, int len, int x, int y)
drawString(String, float x, float y)
drawString(AttributedString, float x, float y)
drawGlyphVector(GlyphVector, float x, float y)
GlyphVector, float x, float y)
drawString: TextLayout 1: TextLayout 2: End.
TextLayout 1: TextLayout 2: End.
```


Page 9 Portrait

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~G y h e t r w t o i i n a j s m n s~~
~~l p V c o i h p s t o d u t e t~~
drawString: □□□ □□□□ End.

TextLayout 1: त्र कैरे End.

TextLayout 2: □□□ □□□□ End.

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator iterator, int x, int y)

drawChars(char[], int off, int len, int x, int y)

drawBytes(byte[], int off, int len, int x, int y)

drawString(String s, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~G y h e t r w t o i n a j s m n s
l p v c o i h p s t o d u t e t
drawString: □□□ □□□□ End.~~

TextLayout 1: ३ कैरे End.

TextLayout 2: □□□ □□□□ End.

```
drawString(String str, int x, int y)
```

```
drawString(AttributedCharacterIterator iterator, int x, int y)
```

```
drawChars(char[], int off, int len, int x
```

```
drawBytes(byte[], int off, int len, int x
```

```
drawString(String s, float x, float y)
```

```
drawString(AttributedCharacterIterator iterator, float x, float y)
```

```
drawGlyphVector(GlyphVector g, float x, f
```

```
G y h e t r w t   o i i n a j s m n s  
l p v c o   i h p s t o   d u t e t  
drawString: □□□ □□□□ End.
```

TextLayout 1: र कैरे End.

TextLayout 2: □□□ □□□□ End.

```
drawString(String str, int x, int y)
drawString(AttributedCharacterIterator iterator, int x, int y)
drawChars(char[], int off, int len, int x, int y)
drawBytes(byte[], int off, int len, int x, int y)
drawString(String s, float x, float y)
drawString(AttributedCharacterIterator iterator, float x, float y)
drawGlyphVector(GlyphVector g, float x, float y)
GlyphVector with position adjustment
drawString: □□□ □□□□ End.
TextLayout 1: ३ कैरे End.
TextLayout 2: □□□ □□□□ End.
```

`drawString(String str, int x, int y)`

`drawString(AttributedCharacterIterator iterator, int x, int y)`

`drawChars(char[], int off, int len, int x, int y)`

`drawBytes(byte[], int off, int len, int x, int y)`

`drawString(String s, float x, float y)`

`drawString(AttributedCharacterIterator iterator, float x, float y)`

`drawGlyphVector(GlyphVector g, float x, float y)`

GlyphVector with origin adjustments
`drawString: □□□ □□□□ End.`

TextLayout 1: त्र कैरे End.

TextLayout 2: □□□ □□□□ End.

```
drawString(String str, int x, int y)
drawString(AttributedCharacterIterator iterator, int x, int y)
drawChars(char[], int off, int len, int x, int y)
drawBytes(byte[], int off, int len, int x, int y)
drawString(String s, float x, float y)
drawString(AttributedCharacterIterator iterator, float x, float y)
drawGlyphVector(GlyphVector g, float x, float y)
```

```
GlyphVector g = new GlyphVector("ajsumns", 0, 10, true);
drawString(g, 100, 100);
```

TextLayout 1: **अ क्रे** End.

TextLayout 2: **अ क्रे** End.

い え お い ろ 二 三 四 五 六 七 八 九 十 十一 十二 十三 十四 十五 十六 十七 十八 十九 二十 二十一 二十二 二十三 二十四 二十五 二十六 二十七 二十八 二十九 三十 三十一 三十二 三十三 三十四 三十五 三十六 三十七 三十八 三十九 四十 四十一 四十二 四十三 四十四 四十五 四十六 四十七 四十八 四十九 五十 五十一 五十二 五十三 五十四 五十五 五十六 五十七 五十八 五十九 六十 六十一 六十二 六十三 六十四 六十五 六十六 六十七 六十八 六十九 七十 七十一 七十二 七十三 七十四 七十五 七十六 七十七 七十八 七十九 八十 八十一 八十二 八十三 八十四 八十五 八十六 八十七 八十八 八十九 九十 九十一 九十二 九十三 九十四 九十五 九十六 九十七 九十八 九十九 一百

