<u>drawString(String str, int x, int y)</u>

drawString(AttributedCharacterIterator iterator, int x, int y)

<u>drawChars(char[], int off, int len, int x, int y)</u>

<u>drawBytes(byte[], int off, int len, int x, int y)</u>

<u>drawString(String s, float x, float y)</u>

drawString(AttributedCharacterIterator iterator, float x, float y)

<u>drawGlyphVector(GlyphVector g, float x, float y)</u>

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

<u>drawString: □□□ □□□□ End.</u>

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)

Glyph Vector with positions and adjustments

drawString: □□□ □□□□ End.

TextLayout 1: न के रे 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)

Glyph vector with positional adjustments
drawString: □□□ □□□□ End.

TextLayout 1: न के रे 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)

drawString: □□□ □□□□ End.

TextLayout 1: न करे End.

TextLayout 2: 𝔅𝔅𝔅𝔅 𝔅𝔅𝔅𝔅End.

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)

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)

drawString: ⠛⠇⠽⠏⠓ ⠧⠑⠉⠞ End.

TextLayout 1: त के रे 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, floa

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)

Glyph Vector with position adjustments
drawString: □□□ □□□□ End.

TextLayout 1: न करें 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, floa

GlyphVector with positional adjustments

drawString: □□□ □□□□ End.

TextLayout 1: र क ि End.

TextLayout 2: □□□ □□□□ End.

TextLayout

TextLayout 1 : 그림 End.

TextLayout 2 : 그래픽 문자열 End

drawString:

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drawGlyphVector(GlyphVector g, float x, float y)

drawString(AttributedCharacterIterator iterator, float x, float y)

drawString(String s, float x, float y)

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

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

drawString(AttributedCharacterIterator iterator, int x, int y)

drawString(String str, int x, int y)

TextLayout 2: □□□ □□□□ End.

TextLayout 1: □ 军务 End.

drawString(String, int x, int y)

drawString(AttributedCharacterIterator, 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, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

drawString □□□□ End.

drawString(String, int x, int y)

drawString(String str, int x, int y)

drawString(AttributedCharacterIterator, 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, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

GlyphVector with position adjust Text

drawString: □□□ □□□□ End.

TextLayout 1: त्र करे End.

TextLayout 2: □□□ □□□□ End.

drawString(String, int x, int y)

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

drawGlyphVector(GlyphVector, float x, float y)

GlyphVector with positioning, floats, and draw

drawString: □□□ □□□□ End.

TextLayout 1: न करे 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)

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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.
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TextLayout 1: न केरे End.

TextLayout 2: ███ █████ End.

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

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

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drawGlyphVector(GlyphVector g, float x, f
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G  y  h  e  t  r  w  t    o  i  i  n  a  j  s  m  n  s
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drawString: □□□ □□□□ End.
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TextLayout 1: त्र कैरे End.

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TextLayout 2: □□□ □□□□ End.
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drawString(String str, int x, int y)
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drawString(AttributedCharacterIterator iterator, int x, int y)

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

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drawGlyphVector(GlyphVector g, float x, float y)
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G l y p h V e c t o r   w i t h   p o s i t i o n   a d j u s t m e n t s
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drawString: □□□ □□□□ End.
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TextLayout 1: न केरे End.

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TextLayout 2: □□□ □□□□ End.
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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 adjustments

drawString: □□□ □□□□ End.

TextLayout 1: न कैरे End.

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

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drawGlyphVector(GlyphVector g, float x, float y)
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GlyphVector with position adjustments
```
drawString: ▯▯▯ ▯▯▯▯ End.
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TextLayout 1: न करे End.

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TextLayout 2: ▯▯▯ ▯▯▯▯ End.
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Page 12 Portrait

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Page 12 Landscape

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Page 13 Portrait

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