

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)

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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 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)

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~~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.

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~~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)

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~~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.

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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: ३ कैरे End.

TextLayout 2: 000 0000 End.

drawString(String str, int x, int y)

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drawString(String s, float x, float y)

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drawGlyphVector(GlyphVector g, float x, float y)

~~GlyphVector o j i n a j s m n s
| p v c o i h p s t o d u t e t
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 e t r w t e j i n a i s m n s  
p v c o l h p s t o d u t e t  
drawString: 0000 0000 End.  
TextLayout 1: ३ कैरे End.  
TextLayout 2: 0000 0000 End.
```


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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)

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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 Vc o 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 iterator, int x, int y)

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

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

drawString(String s, float x, float y)

drawString(AtributedCharacterIterator iterator, float x, float y)

drawGlyphVector(GlyphVector g, float x, float y)

~~GLYPH_VECTOR_IMPLEMENTATION~~

drawString: [] [] [] [] [] [] [] [] End.

TextLayout: 1: ॐ End.

TextLayout S: [] [] [] [] [] [] [] [] 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

~~glyph vector, int off, int len, int x, int y)~~

qrswString: □□□□□□□□□□ Endq.

TextFont 1: 𐄂 Endq.

TextFont S: □□□□□□□□□□ Endq.

Τεχίδια του 5: □□□ □□□□ Ευα.

Τεχίδια του 1: 3 5 Ευα.

drawString: □□□ □□□□ Ευα.

ε λ μ ε ρ ω ι μ ο ι ο υ α ι ε ω η ε
| b \ c o r w i μ b s t o d u t m e t

drawGlyphVector(GlyphVector g, float x, float

drawString(AttributedCharacterIterator iterator, float x, float y)

drawString(String s, float x, float y)

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

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

drawString(AttributedCharacterIterator iterator, int x, int y)

drawString(String s, int x, int y)

(y tni ,x tni ,rte print2)print2wsrb

(y tni ,x tni ,rotsreji rotsrethretsrsnrCbajudirttA)print2wsrb

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

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

(y tsofl ,x tsofl ,z print2)print2wsrb

(y tsofl ,x tsofl ,rotsreji rotsrethretsrsnrCbajudirttA)print2wsrb

(y tsofl ,x tsofl ,g rotsæVrhqylE)rotsæVrhqylEwsrb

~~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 : ↑ tuoyeJtxeT

.bnE □□□□□□□□□□: S tuoyeJtxeT

`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.
```


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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: र्र कैरे End.

TextLayout 2: □□□ □□□□ End.

drawString(String str, int x, int y)

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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)`

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`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.

```
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drawString(String s, float x, float y)
drawString(AttributedCharacterIterator iterator, float x, float y)
drawGlyphVector(GlyphVector g, float x, float y)
```

```
G_l_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: ऩ कैरे End.

TextLayout 2: □□□ □□□□ End.

