

## Java2D – Drawing Circles – Two Traces Use Full Trace (No Slicing)

Supporting Applications : [Scribble, TerpPaint]

```
import java.awt.BorderLayout;
import java.awt.Component;
import java.awt.event.MouseEvent;
import java.awt.Color;
import java.awt.event.MouseMotionListener;
import java.awt.PopupMenu;
import java.awt.Graphics;
import java.awt.Container;
import java.awt.event.MouseListener;

public class SomeClass {

    public void someMethod() {
        BorderLayout borderLayout = new BorderLayout(int,int)();
        Container.setLayout(borderLayout);
        Component.add(PopupMenu); // MAY REPEAT!
        Component.addMouseListener(MouseListener);
        Component.addMouseMotionListener(MouseMotionListener);
        Graphics.setColor(Color); // REPEATED!
        int app_int = MouseEvent.getX(); // REPEATED!
        int app_int1 = MouseEvent.getY(); // REPEATED!
        Graphics.fillRect(int,int,int,int); // MAY REPEAT!
        Ellipse2D$Double ellipse2D$Double = new Ellipse2D$Double(app_int && app_int1); // REPEATED!
        Graphics.draw(ellipse2D$Double); // REPEATED!
    }
}
```