

IMAGES IN JAVA

Image control is superclass for all image classes representing graphical images.

Image class constructor

Image() // create an Image object

Some of the commonly used methods supported by the Image class are as follows.

Method	Description
Graphics getGraphics()	Creates a graphics context for drawing to an off-screen image.
int getHeight(ImageObserver observer)	Determines the height of the image.
Image getScaledInstance(int width, int height, int hints)	Creates a scaled version of this image.
ImageProducer getSource()	Gets the object that produces the pixels for the image.
int getWidth(ImageObserver observer)	Determines the width of the image.

The java.applet.Applet class provides following methods to access image.

1. getImage() method that returns the object of Image. Its syntax is as follows.

```
public Image getImage(URL u, String image){}
```
2. getDocumentBase() method returns the URL of the document in which applet is embedded.

```
public URL getDocumentBase(){}
```
3. URL getCodeBase() method returns the base URL.

```
public URL getCodeBase()
```

Example:

```
import java.applet.Applet;
import java.awt.*;
import java.awt.event.*;
import java.net.URL;
/* <APPLET CODE ="ImageDemo.class" WIDTH=300 HEIGHT=200> </APPLET> */
public class ImageDemo extends java.applet.Applet
{
    Image img; public
    void init()
    {
    }
    public void paint(Graphics g)
    {
```

```
URL url1 = getCodeBase();  
img = getImage(url1,"java.jpg");  
g.drawImage(img, 60, 120, this);  
}}
```

