

```
1 import java.awt.Graphics;
2 import java.awt.Graphics2D;
3 import javax.swing.JComponent;
4 import java.awt.geom.Point2D;
5
6 /**
7  * Classe che estende JComponent per creare un componente Cloud
8  * @author radaelli11353
9  */
10 public class PolygonComponent extends JComponent {
11     /**
12     * Metodo paintComponent che si occupa di disegnare un poligono
13     * @param g Contesto grafico
14     */
15     public void paintComponent(Graphics g) {
16         Graphics2D g2 = (Graphics2D) g;
17
18         Polygon quadrato = new Polygon(4);
19         Polygon pentagono = new Polygon(5);
20
21         quadrato.add(new Point2D.Double(0, 0));
22         quadrato.add(new Point2D.Double(50, 0));
23         quadrato.add(new Point2D.Double(50, 50));
24         quadrato.add(new Point2D.Double(0, 50));
25
26         pentagono.add(new Point2D.Double(100, 100));
27         pentagono.add(new Point2D.Double(70, 80));
28         pentagono.add(new Point2D.Double(50, 50));
29         pentagono.add(new Point2D.Double(150, 70));
30         pentagono.add(new Point2D.Double(120, 100));
31
32         quadrato.draw(g2);
33         pentagono.draw(g2);
34     }
35 }
```