Graphics Library API

Each bolded word represents the **_constructor_** for instances of that class.

GraphWin([<title>, [<width>, [<height>]]])
 setBackground(<color>)   changes the background color
 close()   closes the window
 getMouse()   waits for a mouse click and returns the Point where it
                                 occurred
 getWidth()   returns the width of the window
 getHeight()   returns the height of the window

Point(<x_coord>, <y_coord>)
  getX()   returns the X coordinate
  getY()   returns the Y coordinate

Line(<point1>, <point2>)
  getCenter()   returns the mid Point of the line
  getP1()   returns the start Point of the line
  getP2()   returns the end Point of the line

Circle(<centerPoint>, <radius>)
  getCenter()   returns the center Point of the circle
  getRadius()   returns the radius of the circle

Rectangle(<upper_left_point1>, <lower_right_point2>)
  getCenter()   returns the center Point of the rectangle
  getP1()   returns the Point at the upper left corner
  getP2()   returns the Point at the lower right corner

Oval(<point1>, <point2>)
  getCenter()   returns the center Point of the oval
  getP1()   returns the Point at the upper left corner of the bounding box
  getP2()   returns the Point at the lower right corner of the bounding box

Polygon(<point1>,...)
  getPoints()   returns a list of the Points in the polygon

Text(<anchorPoint>, <string>)
```
setText(<string>)        sets the text to the string
getText()                returns the current text
getAnchor()              returns the anchor Point
setFace(<family>)        sets the font face, e.g., 'arial', 'courier'
setSize(<point>)         sets the font size (5-36 are legal)
setStyle(<style>)        sets the font style, e.g., 'bold', 'italic'
setTextColor(<color>)    sets the text color
```

Entry(<anchorPoint>, <width>)
```
getAnchor()              returns the anchor Point
getText()                returns the current text
setText(<string>)        sets the text to string
setSize(<point>)         sets the found size (5-36 are legal)
setStyle(<style>)        sets the font style
setTextColor(<color>)    sets the text color
```

All objects that can be drawn in a window (Point, Line, Circle, Oval, Rectangle, Polygon, Text, Entry) have some common methods (with some exceptions):

```
setFill(<color>)         sets the interior of the object to color
setOutline(<color>)      sets the outline of the object to color
                         Does NOT work for Entry objects

setWidth(<pixels>)       sets the width of the outline
                         Does NOT work for Point, Text or Entry objects

draw(<window>)           draws the object in the window
undraw()                 undraws the object
clone()                  returns a duplicate of the object (in an undrawn state)
move(<dx>,<dy>)          moves the object dx units in the x direction and dy units in
                         the y direction
```