

Output

Drawing Window

x: 4 y: 41

```

new TransRect ( 0 , 0 , 10 , 10 , color ); Construct

```

move(...)	hide()	sendBackward()	getColor()	getWidth()	getHeight()	getStart()	getLocation()
moveTo(...)	show()	sendForward()	setColor(...)	setWidth(...)	setHeight(...)	getEnd()	setEndPoint(...)