Text Methods

**Text(anchroPoint, string)**
Constructs a text object that displays the given string centered at anchorPoint. The text is displayed horizontally.

**setText(string)**
Sets the text of the object to string.

**getText()**
Returns the current string.

**getAnchor()**
Returns a clone of the anchor point.

**setFace(family)**
Changes the font face to the given family. Possible values are 'helvetica', 'courier', 'times new roman', and 'arial'.

**setSize(point)**
Changes the font size to the given point size. Sizes from 5 to 36 points are legal.

**setStyle(style)**
Changes font to the given style. Possible values are: 'normal', 'bold', 'italic', and 'bold italic'.

**setTextColor(color)**
Sets the color of the text to color. Note: setFill has the same effect.

Rectangle Methods

**Rectangle(point1, point2)**
Constructs a rectangle having opposite corners at point1 and point2.

**getCenter()**
Returns a clone of the center point of the rectangle.

**getP1(), getP2()**
Returns a clone of corner points originally used to construct the rectangle.

Circle Methods

**Circle(centerPoint, radius)**
Constructs a circle with given center point and radius.

**getCenter()**
Returns a clone of the center point of the circle.

**getRadius()**
Returns the radius of the circle.

**getP1(), getP2()**
Returns a clone of the corresponding corner of the circle's bounding box. These are opposite corner points of a square that circumscribes the circle.

Point Methods

**Point(x,y)**
Constructs a point having the given coordinates.

**getX()**
Returns the x coordinate of a point.

**getY()**
Returns the y coordinate of a point.