

# Applet Coding

11/16/2009

# Opening Discussion

- What did we talk about last class?
- Minute Essay comments
  - Getting the serialVersionUID.
  - Could we make a “reverse paint” where we draw and it prints the code that would make that drawing?
  - Do you have to use Eclipse for the second project?

# Comparing Applets to Greenfoot

- Technically applets give us a lot more flexibility than the standard Greenfoot program, but we aren't using most of that.
- For us the main difference is that Greenfoot kept track of things for us and helped do certain things that now we need to do ourselves.

# Applet Objective

- I'd like for to write an “infinite notepad”. This will hit on many of the concepts we need to do other things.
- You can type in lines of text that will appear near the middle of the screen.
- Mouse drags will scroll around the view so you can see different strings.

# What We Need

- Each string we enter needs the String along with an x and y position. We should create a separate class for those.
- We will want a list of them to hold all the text that has been typed.
- We need to keep integers for where we are currently looking.

# Listening for Events

- One of the things that we have to do if we want to handle mouse or keyboard information in an applet (or a real Java application) is to listen for events.
- In this case all the events effect the applet as a whole so we can just make the applet implement the different event listeners.
- We will add those listeners in with a few lines of code in the init method because it needs to happen right at the beginning.

# Code

- The logic for this program is mostly split between the listener methods and the paint method.

# Minute Essay

- What questions do you have about what we did today?