

Applet Coding

4/27/2009

Opening Discussion

- Minute Essay comments
 - Appointment applet.
 - Whatever prepares you for the final.
 - Animating text.
 - Slime game.

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 isn't what anyone asked for, but it will hit on many of the concepts people 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 affect 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?
- Your project designs are due on Wednesday.