More Graphics

11-1-2010

Opening Discussion

- IcP solutions.

- Questions about the assignment?

- Mine essay comments:

  - Disliking imports.

Images

- We talked briefly last time about how to load images with ImageIO.

- We need to talk a bit more about the BufferedImage.

- It is a raster image, a 2-D grid of pixels.

- If you make a BufferedImage you can use createGraphics to get a Graphics2D that will draw to it.

Double Buffering

- The "proper" way to write the paint method is to have a BufferedImage that you draw to, then draw the image to the provided Graphics2D object.

- This is called double buffering and it prevents flicker and can make things run faster.

Mouse Events

- There are several types of events that relate to the mouse.

  - MouseClicked

  - MouseDragged

  - MousePressed

  - ...

- Listen to one of the publishers on a component.

  - mouse.clicks

  - mouse.moves

  - mouse.wheel

TexturePaint

- Now that we can use images we can test out the TexturePaint.

Writing Transforms

- Last time we mentioned AffineTransforms, but didn't see what they can do.

- Let's take some time now to write code that uses an AffineTransform in our drawing.

Minute Essay

- Questions about graphics before we move to sorting?

- No IcP because the assignment is due on Wednesday.