

More Interesting Applets

11/23/2009

Opening Discussion

- Do you have any questions about the quiz?
- Minute essay responses
 - Eclipse/applets – 11
 - Greenfoot – 4
 - VBScript – 1
 - Software industry – 1
 - Specific ideas
 - Networked notepad
 - Personal finance/investment software
 - Applet games

Making an Applet Game

- We'll run with the idea of trying to make something game like in an applet.
- To do this, I want us to write something that gives us functionality similar to Greenfoot?
- Let's talk about this and think about what would have to go into something like this. What different elements do we need?

Making Actors

- Greenfoot really gave us two main elements we could work with: World and Actor.
- Our applet will function as the World for now to keep things simple.
- We need to create something that can function like the Actor type in Greenfoot.
- What should go into this? We want to keep it simple so what are the pieces of information we really need to have?

Images

- We might want to have the ability to have images instead of just colored polygons.
- For this we will use the `java.awt.BufferedImage` class. It is a subclass of `java.awt.Image`.
- We can get the `Graphics` object of an image to draw things to them.

Reading Images

- The Applet class has a getImage method that we can use, but it has some complications.
- The alternative is to use the javax.ImageIO class.
- In both cases, if we are using an applet we specify the image we want to read with a URL.

Making it Run

- We can make our game run by putting in a timing and putting some logic into the `actionPerformed` method.
- This is basically the same as what we did for animations only now we are telling some actors to act.

Getting Input

- We will get input the same way we did before with applets by making our class be a listener.
- All of the input will come into the applet class. We have to decide if and how we want to get that information into any actors.

Minute Essay

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