

Applet Coding

11-15-2010

Opening Discussion

- What did we talk about last class?
- Minute Essay comments
 - It helps you fix mistakes, but could make you lazy. (Laziness and programming.)
 - Automatic adding of characters, etc.
 - It is for professional and I'm not one.

Finishing the Wink

- Last time we decided to make our face wink instead of posting an applet.
- We got it so it tells us we have clicked, but it doesn't change the state of the eye.

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?