Greenfootish Applets

4-21-2010

Opening Discussion

- Minute essay comments
  - How do we make complex animations? Do we use Graphics?
  - How complicated can we make applets?
  - Why do we implement all the methods for the listeners including the ones we don't put anything in?
  - Why did we have to put in a MouseListener when we only needed keyboard?

Objective

- I want to make an applet that has the ability to do things more like Greenfoot. The question is, what does that require?

- The applet itself can function like the world.

- We need a class that can be our Actor.

Actor

- What type of functionality do we have to put into our actor class to make it minimally functional?

- What data is required for that?

World

- What are the main things the World needs to do for us?

- What do we have to put into our applet to make the actors work properly?

Minute Essay

- What other type of functionality could we add to make an applet that acts more like Greenfoot?

- Show your code next class.