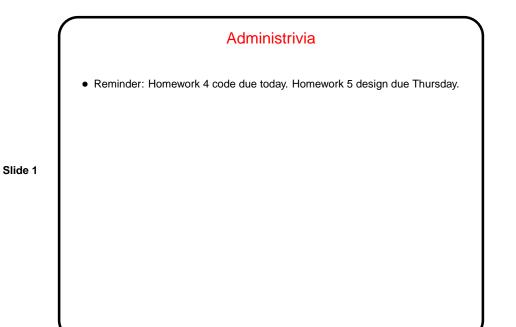
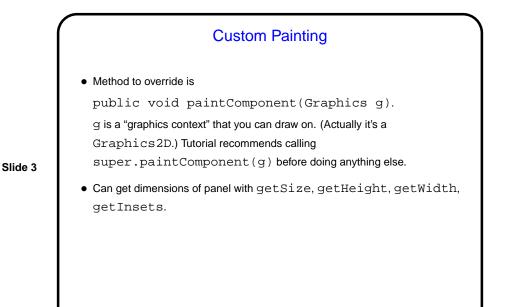
Slide 2

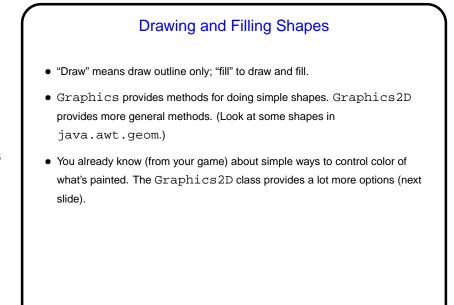


Graphics in Java — Custom Components
Predefined components (JButton, etc.) do a lot, but what if you want something that's not provided? in particular, you want to control the image yourself?
Make a custom component — define a subclass of a component that provides some of the needed functionality, and override the method that defines what's displayed.
E.g., subclass JPanel and override paintComponent, to include your code to "paint" the panel.
Call repaint when ready to redisplay.

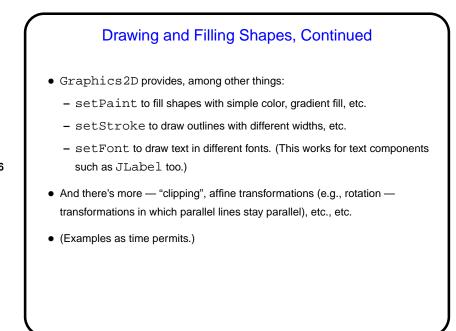


Can set colors, draw shapes, lines, text, etc., etc. — see Graphics and Graphics 2D classes. Coordinate system is similar to what you're using in your game. See code in BasicBlock for simple example.
General advice — look over the methods of Graphics and Graphics 2D; if confused, follow links to tutorial(s) and look for a suitable example to adapt.

Slide 4



Slide 5



Slide 6

