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.
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?