Show Your Code

11-19-2010
Opening Discussion

- Minute essay comments:
  - Animations:
    - Kenny and Cartman
    - 3-D shapes?
    - A dog.
  - Can we do animations and still have mouse and keyboard input?
  - Does the second project have to be in Eclipse?
Show Your Code

• Let's look at people's code.
Animation

- Animation is basically displaying one thing after another in rapid succession.
- We just have to change something about the appearance in between.
Timer

- The `javax.swing.Timer` class gives us a way to have some code called at regular intervals.
- The Timer needs an `ActionListener`, so we will make our class implement `ActionListener`.
- This will require us to add an `actionPerformed(ActionEvent e)` method. This is where we will put the code we want to have happen.
Loading Images

- To load in images we can use the `javax.imageio.ImageIO` class.
- It has a read method to read from a File, but that won't work in an Applet. (This is why I provided the main method for you.)
- The read method that uses a URL will work, but only for certain URLs.
Minute Essay

- What questions do you have?
- Quiz on Monday.