

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.