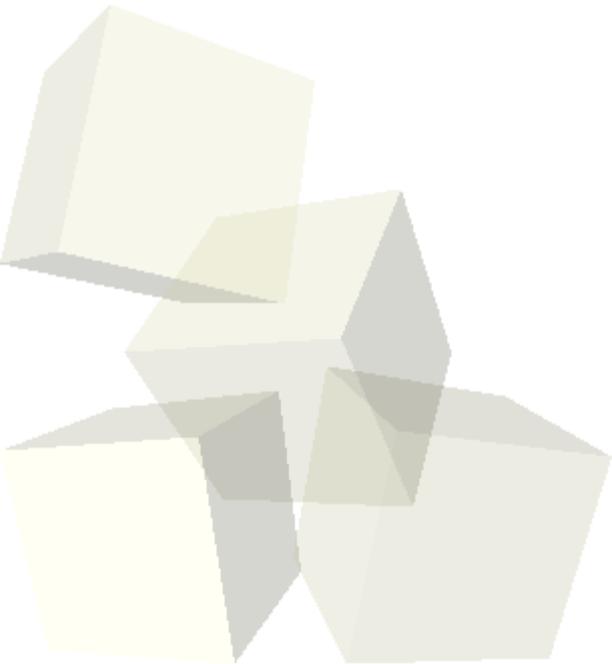
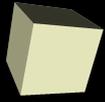




Playing with Graphics

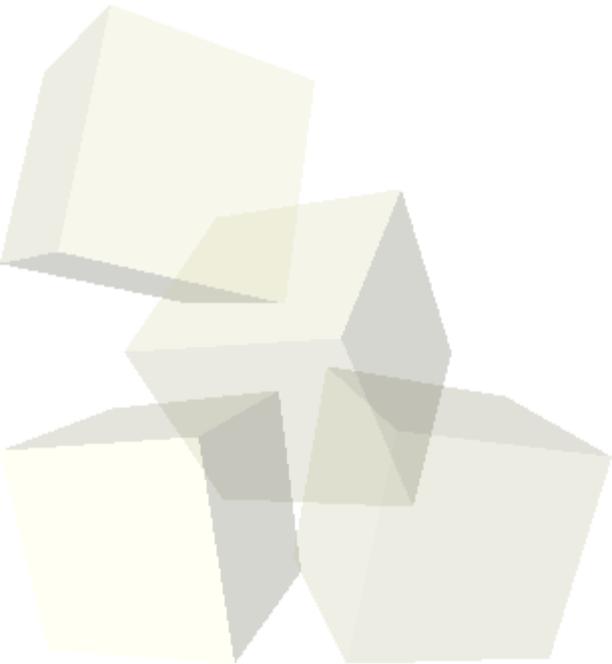
4/30/2008





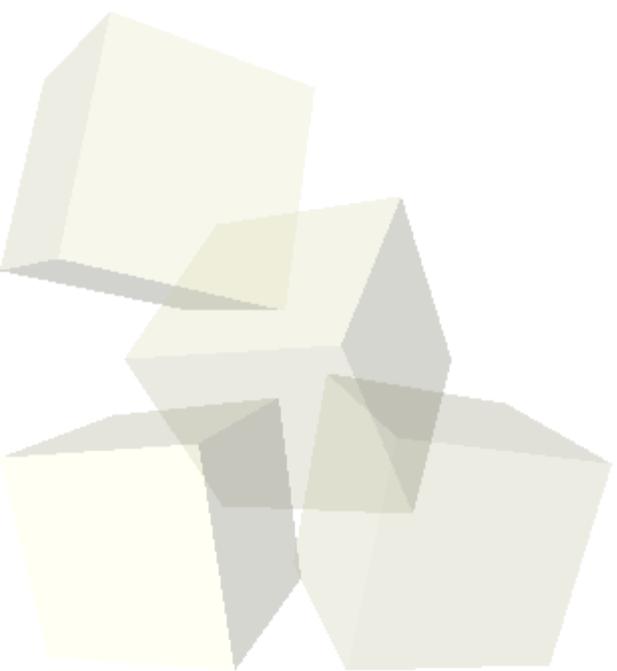
Opening Discussion

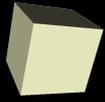
- Let's look at the solutions to our last interclass problem.
- Last semester I spent a lot of time working with students on their projects.
- Alternate final time: 8:30am, Wednesday, May 7th.





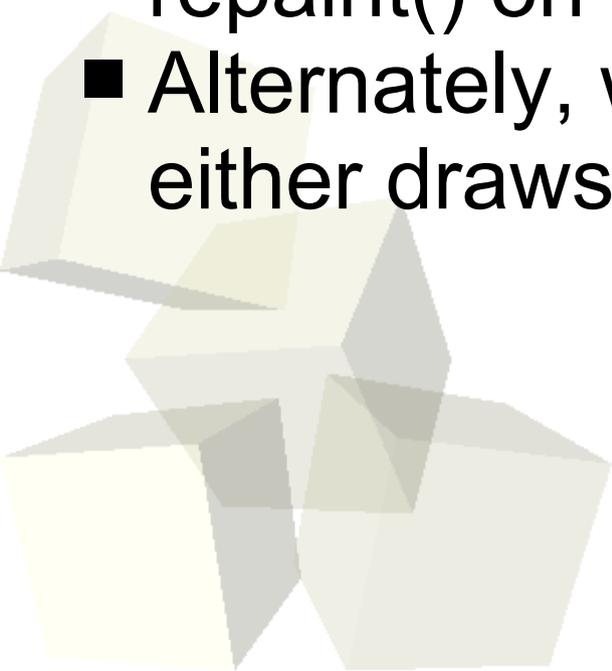
- Let's go look at the code we wrote last class. It used an image and an ImageIcon to display some graphics that we wanted to draw.
- I want us to add just a bit more to that example code. Maybe we could use a timer to make something move in the graphics.





Alternate Method

- If we want to have more than an icon and have interactive graphics there is an alternate method.
 - ◆ Create our own class that inherits from JPanel.
 - ◆ Override the `paintComponent(Graphics g)` method.
 - ◆ Draw to the graphics object that is passed in.
- When we add that panel to a GUI, everything we draw will show up on the screen. We can call `repaint()` on the panel to get it to redraw itself.
- Alternately, we could have it so that clicking on it either draws or makes it change.





Minute Essay

- What questions do you have about graphics? Do you have any questions about your project?
- Just one more class.

