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