Animation

4-19-2010
Opening Discussion

• Do you have any questions?
• Minute Essays
  – Animation suggestions
    • Dancing bear
    • Something that flies
    • Sharks
  – Purpose of requestFocus.
Objective

- I want to have our applet draw a face that winks.
- It might be nice if it had a smile that we could change over time as well.
Timers

- Last time we put a Timer into our code.
- The Timer class will call on an ActionListener at regular intervals.
- We made the applet implement ActionListener so we could use it with the Timer.
- The actionPerformed method now gets called at regular intervals.
Values for Animation

- In order to do the animation, we need to have values we remember across many methods and change in actionPerformed.
- What we need to remember depends on what we are animating.
Code

- Let's put in the code to animate our applet.
Minute Essay

- What questions do you have about today's topic?
- How much sense do applets make to you? What about the code we are writing for applets?