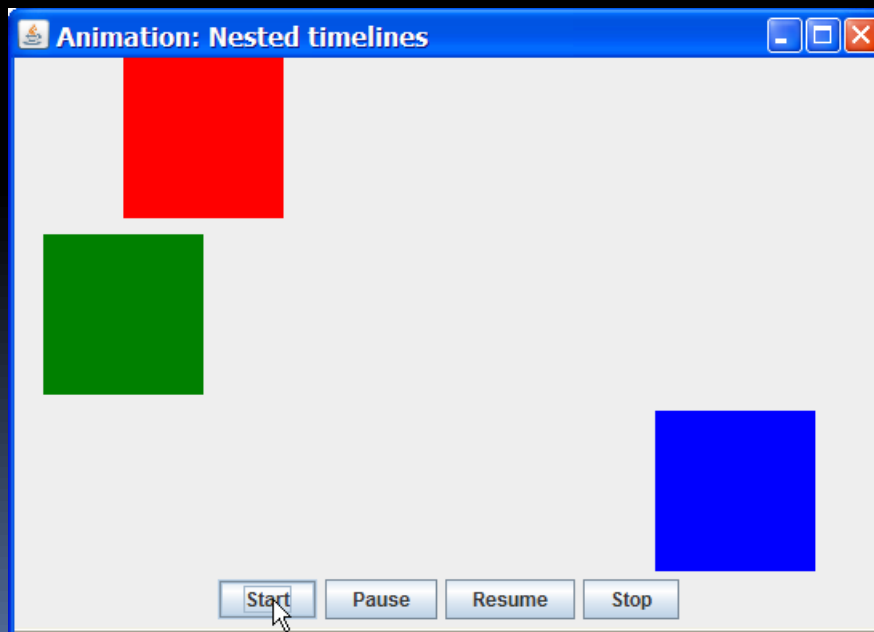Section 1: Krasich, Mathieu, Lee

ANIMATION

Animation? Huh?

1. Drawing an image at a location
2. Moving the location of the image
3. Redrawing the image at new location

Methods of Animation

- Runnable
- Timer Class
  - import myTimer;
- Infinite Loop
  - Public void paint (Graphics g) {

    while (true) {

    // infinite loop for animation

    }

    }

Threads (implements Runnable)

- Without threads, animation takes up the Java's interpreter's time and the rest of the program's GUI is unable to respond
- Control the timing of the animation

  Thread.sleep()

Displaying images

- run()

  A while (runner == thisThread) statement continues the loop until these two Thread objects become different

  repaint()

  - paintComponent (Graphics g)
    - Updates the thread (from repaint())
    - Where GUI will be

Repaint()?

- Easy, built-in refreshing/undrawing of previous frame

- Fast

- Flicker ☹

    One way to eliminate this is to remove the void paint (Graphics g) method, and have everything inside the run()

    BUT, no built-in redrawing!

Extras

- http://www.java2s.com/Code/Java/2D-Graphics-GUI/Animation.htm
  - Text animation
  - Series of images
  - Animated button
  - Animated text field