

## Weeks 8 – 12

### Introduction

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#### Today

- brief preview – where are we going?
- brief review – where have we been?
- Java graphics

PREVIEW

## What are we going to study?

- graphics
- drawing objects on the screen
- mouse and keyboard events
- animation



REVIEW

MyApplication.java

```
public class MyApplication {  
    public static void main(String[] args) {  
        MyProgram p = new MyProgram();  
        p.start();  
    }  
}
```

MyProgram.java

```
public class MyProgram {  
    public void start() {  
  
    }  
}
```

```
public class MyProgram {  
    public void start() {  
  
    }  
}
```

```
public class MyProgram {  
    public void start() {  
        System.out.println(...);  
    }  
}
```

```
public class MyProgram {  
    public void start() {  
        System.out.println(...);  
        System.out.println(...);  
        System.out.println(...);  
    }  
}
```

```

public class MyProgram {

    public void start() {

        int a;
        double d;
        boolean b;

        System.out.println(...);

        d = a * a / 2;

        System.out.println(...);
        System.out.println(...);

    }

}

```

```

public class MyProgram {

    public void start() {

        .....

    }

}

```

```

public class MyProgram {

    public void start() {

        aaa();

        bbb(12, 34);

        int x = eee(12);

    }

    private void aaa() {

        .....

    }

    private void bbb(int ccc, int ddd) {

        .....

    }

    private int eee(int fff) {

        .....

    }

}

```

```

if ( b ) {
    .....
} else {
    .....
}

```

```

if ( b ) {
    .....
} else if ( c ) {
    .....
} else {
    .....
}

```

```

for (int i = 0; i < 100; i++) {

    .....

}

```

```

int i = 0;

while ( i < 100 ) {

    .....
    i++;

}

```

```

int a, b;

a = 12;
b = 7;

```

a 12

b 7

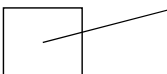
```

Thing a, b;

a = new Thing();
b = new Thing();

```

a



b

