

Animation and Threads

Note that problems 1 and 2 do not involve threads.

- 1.** Make a window (Frame, JFrame, Applet, or JApplet) where you can draw small blue line segments. Click the mouse, interactively select the line segment with rubber-banding, then when you release the mouse, draw the blue line at that location.
- 2.** Extend #1 so that the lines are persistent, even if you cover up the window and reexpose it.
- 3.** Extend the bouncing-circle example (with double-buffering) so that if you click on a ball it disappears.