Applet details, Variables

Tom Kelliher, CS 116

Sept. 9, 2002

1 Administrivia

Announcements

Postlabs due when?

Assignment

From Last Time

Lab 2.

Outline

1. Applet methods.

2. Variables.

3. Exercise.
Coming Up

2 Applet Methods

1. `public void init() { ... }` is executed exactly one time when an applet is first created. It is commonly used for setting the colors in the applet and adding the widgets into the applet.

2. `public void paint(Graphics g) { ... }` is executed every time the applet needs to be redrawn on the screen.

3 Variables

1. `Local variables` are declared inside a method and can only be used inside that method.

2. `Instance variables` are declared outside of the class methods and can be used in any of the methods.

3. `Class variables` are declared with the keyword `static` and are part of the class rather than part of an object. They are used by:

   `ClassName.varibleName`

4 Exercise with Variables