

Exercise 3: Applets and Variables

CS 116

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1. Take a look at the file `Lesson3.java` from the class home page. Identify all the local and instance variables. Hint: There are three instance variables and one local variable.
2. Make a project for `Lesson3` and run the applet. Try resizing the applet. What happened and why?
3. Look at the documentation for the `Colors` class and notice all the class variables like `yellow`. How do we know that they are class variables? Look at how the color `yellow` is used in the `init()` method. See if you can figure out by looking at the documentation for the `TextField` class how to change the colors of the `TextFields`. Try it out.
4. Change the `paintText` variable to be a local variable in the `paint()` method rather than an instance variable. What happens when you compile your program and why?