

Field Trip # 16

Developed by:

Subject:

Short description:

Educational Level:

Field trip type:

Educational

Outcomes:

Notes to instructor:

Animations with Java

Keith Lynn

Animations created with Java

The students will learn how to draw shapes using Java & produce a simple animation
9th- 12th Grade (with good mathematics background)

Lecture with activity

The student will be able to:

- Draw triangles, circles, & general polygons
- Create a simple thread
- Be able to use the thread to animate a figure

Java provides a nice mechanism for drawing shapes likes circles & rectangles. In this activity the student will learn how to draw shapes & figures & then use a simple technique to make it appear the figure is moving.