

Recap: Graphics and Events

- Basics of Java programs
- Drawing graphics
- Event-driven programming

A First Program

```
import objectdraw.*;
import java.awt.*;

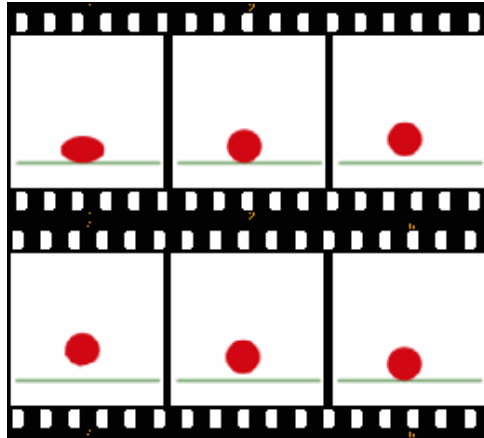
public class TouchyWindow extends FrameWindowController {

    public void onMousePress(Location point) {
        new Text("I'm touched", 40, 50, canvas);
    }

    public void onMouseRelease(Location point) {
        canvas.clear();
    }

}
```

Animation



Summary

- Graphical and nongraphical objects
- Animation
- Names and mutator methods
- Parameter values