

Animation

Cours 4c : Animations avec Java Swing

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- Dessin d'images / d'objets ... qui varie dans le temps
- Utilisation de la classe Timer du package javax.swing.Timer
- Ne pas confondre avec java.util.Timer

*Although all Timers perform their waiting using a single, shared thread (created by the first Timer object that executes), the action event handlers for Timers execute on another thread -- **the event-dispatching thread**. This means that the action handlers for Timers can **safely perform operations on Swing components**. However, it also means that the handlers **must execute quickly** to keep the **GUI responsive**.*

Timer Exemple

```
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

import javax.swing.Timer;

public class MainClass {

    public static void main(String[] args) {
        Timer timer = new Timer(1000, new MyTimerActionListener());

        timer.start();
        try {
            Thread.sleep(10000);
        } catch (InterruptedException e) {
        }
        timer.stop();
    }
}

class MyTimerActionListener implements ActionListener {
    public void actionPerformed(ActionEvent e) {

        System.out.println("asdf");
    }
}
```

Ellipse animée

