

Java Review:

static methods and while loops

Mr. Neat
Java

move Rectangle across the screen
WITHOUT a click or key press!

Do it...

move Rectangle across the screen
WITHOUT a click or key press!

what happened?

move Rectangle across the screen
WITHOUT a click or key press!

How do we slow it down?

move Rectangle across the screen
WITHOUT a click or key press!

How do we slow it down?

A



method

move Rectangle across the screen
WITHOUT a click or key press!

There is one inside the Canvas class
and its STATIC!!!

How do we slow it down?

A



method

review: static methods

- no need to construct object of class
- call method using class name
- no object of that class exists

static methods:

Review random method (Math class)

method definition:

public static double

can be used
in other
files

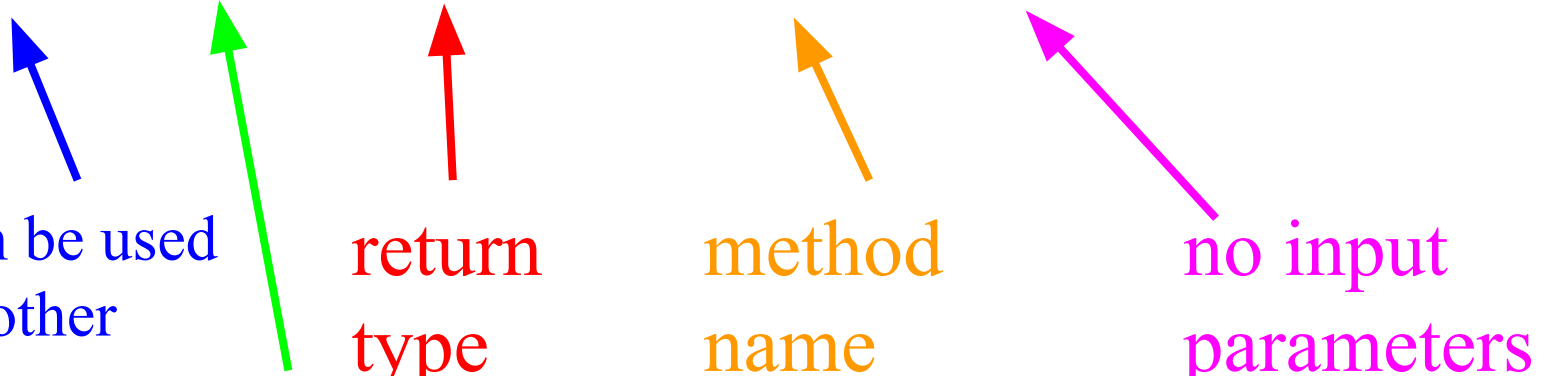
no object
required

return
type

random()

method
name

no input
parameters

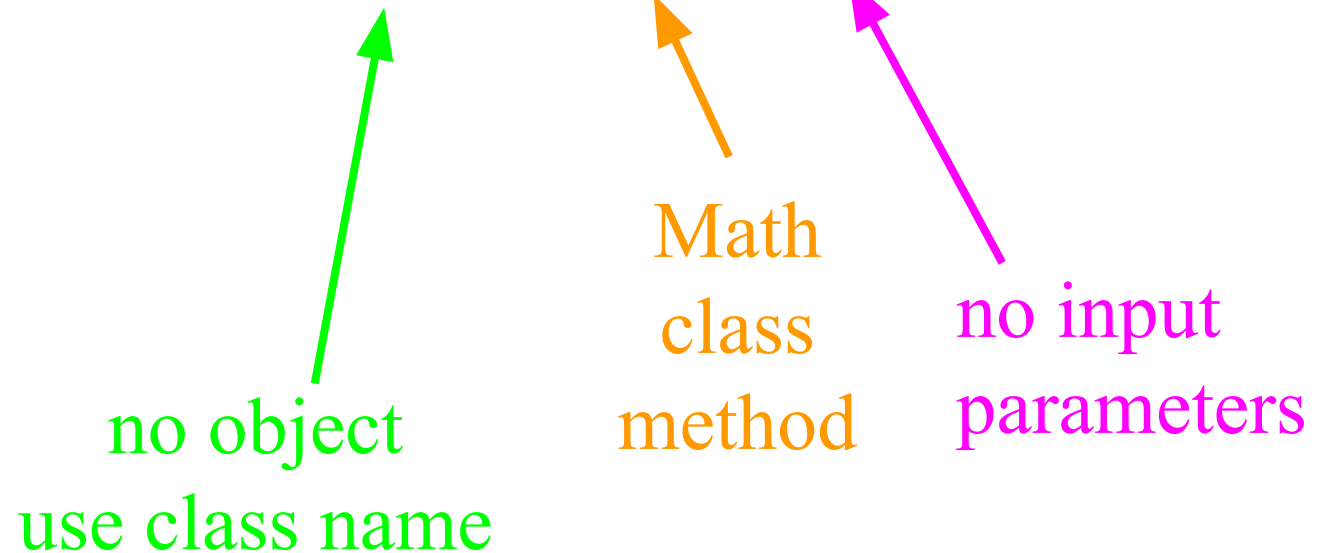


static methods:

Review random method (Math class)

method use:

```
System.out.print(Math.random())
```



Introducing...

the *pause* method from the *Canvas* class

method definition:

public static void

can be used
in other
files

no object
required

return
type

pause(int mSec)

method
name

number of
milliseconds
to pause

Review - Lab

Move your Rectangle object across the screen WITHOUT using a mouse click or key press. Adjust the delay time so that you like the speed.