Anatomy of a Java Program

* Import statements are used to allow you to use various sets of methods (commands) called packages or libraries
  + The packages shown here are:
    - java.util
    - java.awt
    - java.applet
    - *the \* means import all parts of this package.*
    - *util, awt,applet are common libraries*
* The program is part of a class
  + The class here is WelcomeApplet()
* Braces & parentheses are used to enclose pretty much everything (classes and methods)
  + Indentation is used to show which statements are grouped in various classes or methods
* Each statement ends with a semicolon
* Methods are written in this form *doSomething()*
  + Methods used here are :
    - drawstring()
    - getImage()
    - drawImage()
    - setBackground()
* A ‘dot notation’ is used.
  + ‘g’ is declared a graphic then…
  + ‘g.drawImage()’ means draw that graphic
  + ‘object.dosomething()’ means to do something to that object.

# Anatomy of a Java Program

import java.util.Date;

import java.awt.\*;

import java.applet.\*;

public class WelcomeApplet extends Applet

{

public void paint(Graphics g)

{

Date currentDate=new Date();

g.drawString("Hi",200,70);

g.drawString("Hi",200,270);

g.drawString("Hi",250,270);

Image myLogo;

myLogo = getImage(getDocumentBase(), "logotras.gif");

g.drawImage(myLogo,10,10,this);

setBackground(Color.red);

}

}

# So….in a generic form the simplest program would look something like:

include *somePackage1;*

*…*

include *somePackage2;*

class *someClass*

*{*

*someMethod1();*

*…*

*someMethod2();*

*}*