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# Using a Thread: Example1Applet

Here is the code for a simple animation applet. We will use it as a starting point for developing more sophisticated animation applets.

*/\*\*  
 \** [*Example1Applet*](http://docs.google.com/Example1Applet.java) *\*  
 \* This is a template applet for animation.  
 \* It shows how to write the basic applet so  
 \* that it draws one frame of animation   
 \* at intervals defined by a frames per second (fps)  
 \* parameter to the applet.  
 \*  
 \* @author Arthur van Hoff  
 \*/*  
public  
class Example1Applet extends java.applet.Applet implements Runnable {  
 int frame;  
 int delay;  
 Thread animator;  
  
 */\*\*  
 \* Initialize the applet and compute the delay between frames.  
 \*/*  
 public void init() {  
 String str = getParameter("fps");  
 int fps = (str != null) ? Integer.parseInt(str) : 10;  
 delay = (fps > 0) ? (1000 / fps) : 100;  
 }  
  
 */\*\*  
 \* This method is called when the applet becomes visible on  
 \* the screen. Create a thread and start it.  
 \*/*  
 public void start() {  
 animator = new Thread(this);  
 animator.start();  
 }  
  
 */\*\*  
 \* This method is called by the thread that was created in  
 \* the start method. It does the main animation.  
 \*/*  
 public void run() {  
 while (Thread.currentThread() == animator) {  
 *// Display the next frame of animation.*  
 repaint();  
   
 *// Delay for a while*  
 try {  
 Thread.sleep(delay);  
 } catch (InterruptedException e) {  
 break;  
 }  
  
 *// Advance the frame*  
 frame++;  
 }  
 }  
  
 */\*\*  
 \* This method is called when the applet is no longer  
 \* visible. Set the animator variable to null so that the  
 \* thread will exit before displaying the next frame.  
 \*/*  
 public void stop() {  
 animator = null;  
 }  
}