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# Painting Each Frame: Example3Applet

One frame per second:

Five frames per second:

Twenty frames per second:

This applet is a further extension of the [previous example](http://docs.google.com/javaworld/jw-03-1996/animation/Example2Applet.html). It adds the **paint()** method to draw the current frame number to the screen. The actual code for this applet is in [Example3Applet.java](http://docs.google.com/Example3Applet.java). This is the new method:

*/\*\*  
 \* Paint a frame of animation.  
 \*/*  
 public void paint(Graphics g) {  
 g.setColor(Color.black);  
 g.drawString("Frame " + frame, 0, 30);  
 }