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# Generating Graphics: Example4Applet

You will probably see a lot of flashing in the applet above. We'll fix that in the next example. Below is the drawing code for this applet. The code for the entire applet can be found in [Example4Applet.java](http://docs.google.com/Example4Applet.java).

*/\*\*  
 \* Paint a frame of animation.  
 \*/*  
 public void paint(Graphics g) {  
 Dimension d = size();  
 int h = d.height / 2;  
 for (int x = 0 ; x < d.width ; x++) {  
 int y1 = (int)((1.0 + Math.sin((x - frame) \* 0.05)) \* h);  
 int y2 = (int)((1.0 + Math.sin((x + frame) \* 0.07)) \* h);  
 g.drawLine(x, y1, x, y2);  
 }  
 }