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# Overriding the update() Method: Example5Applet

Here is the code that draws the sine waves. The applet itself is shown above. Note that the animation is now a lot smoother. The code for the entire applet can be found in [Example5Applet.java](http://docs.google.com/Example5Applet.java).

*/\*\*  
 \* Paint a frame of animation.  
 \*/*  
 public void update(Graphics g) {  
 Color bg = getBackground();  
 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);  
  
 if (y1 > y2) {  
 int t = y1;  
 y1 = y2;  
 y2 = t;  
 }  
 g.setColor(bg);  
 g.drawLine(x, 0, x, y1);  
 g.drawLine(x, y2, x, d.height);  
 g.setColor(Color.black);  
 g.drawLine(x, y1, x, y2);  
 }  
 }