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# Double Buffering: Example6Applet

Here is the drawing code for the applet that is shown above. The code for the entire applet can be found in [Example6Applet.java](http://docs.google.com/Example6Applet.java).

Dimension offDimension;  
 Image offImage;  
 Graphics offGraphics;  
  
 */\*\*  
 \* Update a frame of animation.  
 \*/*  
 public void update(Graphics g) {  
 Dimension d = size();  
  
 *// Create the offscreen graphics context*  
 if ((offGraphics == null)  
 || (d.width != offDimension.width)  
 || (d.height != offDimension.height)) {  
 offDimension = d;  
 offImage = createImage(d.width, d.height);  
 offGraphics = offImage.getGraphics();  
 }  
  
 *// Erase the previous image*  
 offGraphics.setColor(getBackground());  
 offGraphics.fillRect(0, 0, d.width, d.height);  
 offGraphics.setColor(Color.black);  
  
 *// Paint the frame into the image*  
 paintFrame(offGraphics);  
  
 *// Paint the image onto the screen*  
 g.drawImage(offImage, 0, 0, null);  
 }  
  
 */\*\*  
 \* Paint the previous frame (if any).  
 \*/*  
 public void paint(Graphics g) {  
 if (offImage != null) {  
 g.drawImage(offImage, 0, 0, null);  
 }  
 }  
  
 */\*\*  
 \* Paint a frame of animation.  
 \*/*  
 public void paintFrame(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);  
 }  
 }