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# Moving an Image Across the Screen: Example7Applet

The code below shows the important methods that we had to update the images. The code for the entire applet can be found in [Example7Applet.java](http://docs.google.com/Example7Applet.java).

Image world;  
 Image car;  
  
 */\*\*  
 \* 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;  
  
 world = getImage(getCodeBase(), "world.gif");  
 car = getImage(getCodeBase(), "car.gif");  
 }  
  
 */\*\*  
 \* Paint the previous frame (if any).  
 \*/*  
 public void paint(Graphics g) {  
 update(g);  
 }  
  
 */\*\*  
 \* Paint a frame of animation.  
 \*/*  
 public void paintFrame(Graphics g) {  
 Dimension d = size();  
 int w = world.getWidth(this);  
 int h = world.getHeight(this);  
   
 if ((w > 0) && (h > 0)) {  
 *//If we've loaded the world image, draw it.*  
 g.drawImage(world, (d.width - w)/2, (d.height - h)/2, this);  
 }  
  
 w = car.getWidth(this);  
 h = car.getHeight(this);  
  
 if ((w > 0) && (h > 0)) {  
 *//If we've loaded the car image...*  
 w += d.width;  
 *//draw car 1*  
 g.drawImage(car, d.width - ((frame \* 5) % w), (d.height - h)/3, this);  
 *//draw car 2*  
 g.drawImage(car, d.width - ((frame \* 7) % w), (d.height - h)/2, this);  
 }  
 }