

Timers and Animation

In order to achieve animation, we need a timer
This allows us to periodically call the draw method:

```
class AnimationLoop extends AnimationTimer {  
    public void handle(long time) {  
        draw();  
    }  
}
```

Then create a new instance and start it running:

```
AnimationLoop animLoop = new AnimationLoop();  
animLoop.start();
```