17.11.2024

1:00 AM

The rectangle is moving

The errors I encountered:

1.

package Display;  
  
import javax.swing.\*;  
  
public class Main {  
 public static void main(String[] args) {  
  
 //allows the window to appear on screen  
 JFrame window= new JFrame();  
 window.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);//if this were not here, program would run even after closing the window  
 window.setResizable(false);  
 window.setTitle("Maze explorer");  
  
 Panel panel = new Panel();//the panel is what is displayed in the window we oppened  
 window.add(panel);//we add it to a JFrame  
  
 window.setLocationRelativeTo(null);  
 window.setVisible(true);  
  
  
 panel.requestFocusInWindow();  
  
 window.pack();//this is done to actually see the panel  
 //we can display 16 48\*48 tiles  
  
 panel.startTheThread();  
 }  
  
}

In the original code, panel was declared after the setLocationRelativeTo and the set Visible, so I couldn’t grant keyHandler the focus it needed to check the input.

2.

Yes, I am embarrassed. Yes, I copy and pasted the code from keypress to keyReleased and forgot to change true to false. No, I will not say anything about that.

Stuff to talk about:

1. To make the game loop work: 2 methods-> thread sleep ->checking the time

* Next day: check with delta.