

Practical No. 20

Aim: Min^o project -> Painting Applet

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Theory:

Painting Applet:

The aim of this project is to enable the user to draw, erase and create, drawings, paintings, art, etc. This applet can also be used as a whiteboard.

The applet consists of 7 color options ~~which~~ and 1 clear button and a \times time indicator in the status bar which is \times updated after every 1000ms, using threads.

The color buttons are rectangles of approximately 12.35% height of the applet height so that all color rectangles and clear button can fit on the right hand side of the applet.

The timer on the bottom-left i.e. the status bar uses the Calendar class to get the current hour of the day, minute of the day, and second of the day. This data is converted into 'HH:MM:SS' format and saved as string in a ~~variab~~ variable called timestring, which is passed to status ~~bar~~ bar, then the thread goes to sleep for 1000ms, by the use of `wait(1000);` call.

The drawing on the applet is happening by the use of `mousedragged()` motion listener, to get the x axis and y axis, this x and y axis is used to draw an oval in the current color and width.

Conclusion

Thus, we have completed our project.

Thank you

Yours faithfully,

The author of this project is to enable the user

to draw, erase, and change, painting, and so on.

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Conclusion:

Hence, we created our miniproject and used various java concepts in it to make the paint applet work.