NGÀY THỨ NHẤT:

import javax.swing.JFrame;

public class GameWindow {

private JFrame jframe;

public GameWindow(GamePanel gamePanel) {

jframe = new JFrame();

jframe.setSize(400, 400);

jframe.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

jframe.add(gamePanel);

jframe.setVisible(true);

}

}

public class Game {

private GameWindow gameWindow;

private GamePanel gamePanel;

public Game() {

gamePanel = new GamePanel();

gameWindow = new GameWindow(gamePanel);

}

}

import java.awt.Graphics;

import javax.swing.JPanel;

public class GamePanel extends JPanel {

public GamePanel() {

}

public void paintComponent(Graphics g) {

super.paintComponent(g);

g.fillRect(100, 100, 200, 50);

}

}

public class MainClass {

public static void main(String[] args) {

new Game();

}

}