温州大学计算机与人工智能学院

Java程序设计（17网工） 课程作业

实验名称	使用键盘移动小球				
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实验地点		实验时间	2020-12-28,22:19:13	指导老师	

一、问题编号：

1763

地址：http://10.132.254.54/problem/1763/

二、问题描述：

编写一个程序，在面板上下左右移动小球。
定义一个面板类来显示小球，当按下键盘的"↑"键时，实现小球向上移动；当按下"↓"键时，实现小球的向下移动。

注意：按钮也要控制小球的上、下、左、右移动！！！

界面如下图：

三、输入说明：

四、输出说明：

五、输入样列：

六、输出样列：

七、解答内容：

所用语言：

源代码：

```
001. import java.awt.BorderLayout;
002. import java.awt.Color;
003. import java.awt.Graphics;
004. import java.awt.event.ActionEvent;
005. import java.awt.event.ActionListener;
006. import java.awt.event.KeyEvent;
007. import java.awt.event.KeyListener;
008. 
009. import javax.swing.JButton;
010. import javax.swing.JFrame;
011. import javax.swing.JPanel;
012. 
013. public class Main extends JFrame {
014.     private JButton mBtnUp = null;
015.     private JButton mBtnDown = null;
016.     private JButton mBtnLeft = null;
017.     private JButton mBtnRight = null;
018.     CirclePanel circlePanel = new CirclePanel();
019. 
020.     public Main() {
021.         JPanel jPanel = new JPanel();
022.         mBtnUp = new JButton("向上");
023.         mBtnDown = new JButton("向下");
024.         mBtnLeft = new JButton("向左");
025.         mBtnRight = new JButton("向右");
026.         jPanel.add(mBtnUp);
```

```
027.          jPanel.add(mBtnDown);
028.          jPanel.add(mBtnLeft);
029.          jPanel.add(mBtnRight);
030.
031.          OnClick onClick = new OnClick();
032.          mBtnDown.addActionListener(onClick);
033.          mBtnUp.addActionListener(onClick);
034.          mBtnLeft.addActionListener(onClick);
035.          mBtnRight.addActionListener(onClick);
036.
037.          addKeyListener(new KeyClick());
038.          setFocusable(true);
039.          add(circlePanel, BorderLayout.CENTER);
040.          add(jPanel, BorderLayout.SOUTH);
041.          setSize(400, 300);
042.          setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
043.      }
044.
045.      public static void main(String[] args) {
046.          Main window = new Main();
047.          window.setVisible(true);
048.      }
049.
050.      class OnClick implements ActionListener {
051.          @Override
052.          public void actionPerformed(ActionEvent actionEvent) {
053.              if (mBtnUp.equals(actionEvent.getSource())) {
054.                  circlePanel.MoveToUp();
055.              }
056.              if (mBtnDown.equals(actionEvent.getSource())) {
057.                  circlePanel.MoveToDown();
058.              }
059.              if (mBtnLeft.equals(actionEvent.getSource())) {
060.                  circlePanel.MoveToLeft();
061.              }
062.              if (mBtnRight.equals(actionEvent.getSource())) {
063.                  circlePanel.MoveToRight();
064.              }
065.          }
066.      }
067.
068.      class KeyClick implements KeyListener {
069.
070.          @Override
071.          public void keyTyped(KeyEvent keyEvent) {
072.
073.          }
074.
075.          @Override
076.          public void keyPressed(KeyEvent e) {
077.              if (e.getKeyCode() == KeyEvent.VK_UP) {
078.                  circlePanel.MoveToUp();
079.              }
080.              if (e.getKeyCode() == KeyEvent.VK_DOWN) {
081.                  circlePanel.MoveToDown();
082.              }
083.              if (e.getKeyCode() == KeyEvent.VK_LEFT) {
084.
085.                  circlePanel.MoveToLeft();
086.              }
087.              if (e.getKeyCode() == KeyEvent.VK_RIGHT) {
088.
089.                  circlePanel.MoveToRight();
090.              }
091.          }
092.
093.          @Override
094.          public void keyReleased(KeyEvent keyEvent) {
095.
096.          }
097.      }
098.
099.      class CirclePanel extends JPanel {
100.          private int x = 10;
101.          private int y = 10;
102.
103.          @Override
104.          public void paint(Graphics g) {
105.              super.paint(g);
106.              g.setColor(Color.BLUE);
107.              g.fillOval(x, y, 20, 20);
108.          }
```

```
109.
110.         public void MoveToUp() {
111.             y -= 10;
112.             repaint();
113.         }
114.
115.         public void MoveToDown() {
116.             y += 10;
117.             repaint();
118.         }
119.
120.         public void MoveToLeft() {
121.             x -= 10;
122.             repaint();
123.         }
124.
125.         public void MoveToRight() {
126.             x += 10;
127.             repaint();
128.         }
129.     }
130. }
```

八、判题结果

RE - 运行错误

判题结果补充说明:

test id:3314,result:RE, usedtime:148MS, usedmem:3360KB,score:100 Exception in thread "main" java.awt.HeadlessException: No X11 DISPLAY variable was set, but this program performed an operation which requires it. at java.awt.GraphicsEnvironment.checkHeadless(GraphicsEnvironment.java:173) at java.awt.Window.<init>(Window.java:547) at java.awt.Frame.<init>(Frame.java:419) at java.awt.Frame.<init>(Frame.java:384) at javax.swing.JFrame.<init>(JFrame.java:174) at Main.<init>(Main.java:20) at Main.main(Main.java:46)