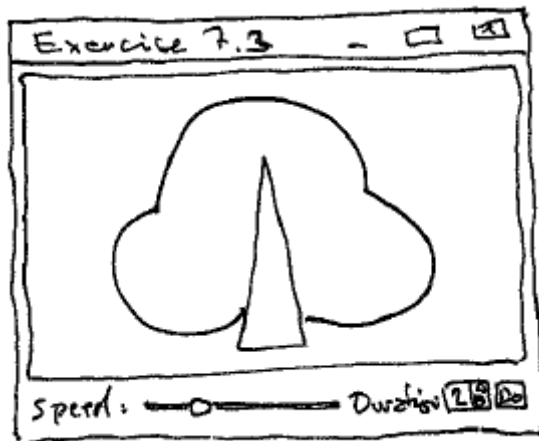# Exercise 7.3 (Small 3/2 points)

With Java:

Download NatureWorker file. Notice that it extends SwingWorker.

The worker is given a JLabel and it updates its label with generated images so that it animates. Other parameters include size, animation speed and animation length (in animation frames).

In practise, you can run it, e.g. like this, assuming you have a JLabel with variable name "label" in your UI:

```
NatureWorker w = new NatureWorker(label, label.getWidth(), label.getHeight(),
 0.5d, 100, 50);
w.execute();
```

Build a UI where a user can select the different parameters and start the animation. If a user starts an animation while the previous one is still running, the old one needs to be cancelled. Use cancel() method to do this (cancel() is implemented in SwingWorker).
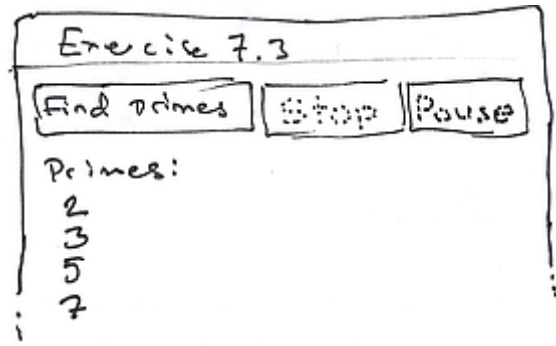

With React:

Download primesWorker.js and create an application where you use it as a WebWorker. The application must allow the user to start the worker, pause it and stop it. As you can see from its code, the primesWorker can be controlled by sending it messages like

```
worker.postMessage("continue");
and
worker.postMessage("pause");
```

The worker starts working automatically and you can stop it with regular terminate() command.

Every time the worker finds a new prime number, it posts a message where the new prime can be found in message.data.newPrime. Display the found primes in the interface.

Palautuksen tila

Palautuksen tila	Ei suorituskertoja
Arvioinnin tila	Ei arvioitu
Palautettava viimeistään	torstai, 4 toukokuu 2017, 12:15
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Lisää palautus

Muokkaa palautustasi