Moving ball code

import java.awt.\*;

import javax.swing.\*;

import java.lang.Thread;

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public class MovingBall extends JApplet

{

Thread t;

int i;

int x=34,y=14;

public void init()

{

t=new Thread();

}

public void paint(Graphics g)

{

for(i=1;i<=5;i++)

{

g.fillOval(x,y,40,40);

//g.setColor(Color.red);

x=x+30;

y=y+30;

repaint();

try

{

t.sleep(1000);

}

catch(Exception e)

{}

}

}

}