Import the stuff from this folder into a new Eclipse project.

This is a solid example of a page flipping animation framework. Please discard the demo we did in class on Wednesday and replace it with this. I reworked it and added thorough comments about what is happening. I also changed it to exit gracefully. Please read through the code and get a feeling for what is going on.

The animation loop repeatedly draws a full-size blank rectangle. Modify the animation loop so that it cycles through and draws the cat animation images over-and-over again. Follow these specs:

* Put the code after the comment that says “// calculate and draw our animated objects.”
* I want the image cycling **true to time**! I want the image to change every 10th of a second. Note that you will have to draw an image on EVERY frame (i.e. iteration through the loop), because the frame is getting erased with a big black rectangle during each iteration. The question here becomes *which* cat to draw, not whether to draw a cat.
* To draw an image on the screen, use:

g.drawImage(*imageToDraw*, *xPos, yPos*, null);