

Chapter 5: Summary

Summary

How well do you understand the code we discussed in this lesson? Here's a matching game to test your recall.

Text equivalent start.	
Instructions: Read the clue in the first column, and guess the term. Then read the second column for the answer.	
Clue	Answer
The method we used to draw a sun in our Java window.	fillOval()
A class that tells you a GUI components width and height in pixels.	Dimension
One of Javas two main GUI tool packages.	javax.swing
The type of object we created to draw a triangle.	Polygon
The top-right corner of a Java window.	(w-1, 0)
The method that allows you to draw onscreen.	paintComporent()

Text equivalent stop.

I hope you did well. If you had trouble, please review the terms that gave you trouble.

In this lesson we focused on creating a Java window with some simple images using the two-dimensional graphics tools that Java provides. Creating a window is complicated, but once you have a window and a panel to draw in, it can be a lot of fun.

In our last lesson together, we'll look at more of Java's graphics tools and build some simple animations.