import javax.swing.\*;  
import java.awt.color.\*;  
import javax.swing.\*;  
import java.io.\*;  
import javax.swing.JOptionPane;  
import javax.swing.JFrame;  
import java.awt.\*;  
import java.awt.event.\*;  
import java.awt.image.\*;   
import javax.swing.event.\*;  
public class PanelTimer extends JPanel  
{  
   
 private BufferedImage myImage;  
 private Graphics myBuffer;  
 private Timer t;  
 public PanelTimer()  
 {  
 myImage = new BufferedImage(700, 700, BufferedImage.TYPE\_INT\_RGB); //covers the size of the entire frame  
 myBuffer = myImage.getGraphics();  
 myBuffer.setColor(Color.BLACK);  
 myBuffer.fillRect(0, 0, 700,700);  
   
   
 t = new Timer(1, new Listener());  
 t.start();  
 }  
 public void paintComponent(Graphics g)  
 {  
 g.drawImage(myImage, 0, 0, getWidth(), getHeight(), null);  
 }  
 private class Listener implements ActionListener  
 {  
 private int x = 0;  
 public void actionPerformed(ActionEvent e)  
 {  
 myBuffer.setColor(Color.BLACK); //cover the old rectangle   
 myBuffer.fillRect(0,0,700,700);  
   
 drawR(x);  
 if(x < 700)  
 {  
 x += 5;  
 }  
 else  
 {  
 x = 0;  
 }  
   
 repaint();  
 }  
 public void drawR(int x)  
 {  
 myBuffer.setColor(Color.BLUE);  
 myBuffer.fillRect(x, 200, 100,30);  
 }  
 }  
   
}