

Lab11

Some Basic Graphics

Today's Lab

- Most of the structure has been provided for today's lab.
- You must implement a rotating cube which is displayed over the background image.
- Use the rotate class as a Thread to actually do the rotating, if you don't start a thread it will lock up.

AffineTransform

- For this lab we will be using AffineTransform to animate the shape.
- The rotate method is provided, but you should look over it so you understand how it works.
- The way this lab is set up is that the AffineTransform is separated from the actual shape object. Thus in order to draw a rotated shape you will have to apply the AffineTransform to the shape.