## CSSE 220 – Object-Oriented Software Development
### Rose-Hulman Institute of Technology

## Worksheet 16

Name (Print):_____     Section:_____

1. All Swing UI work must happen on the _____ thread.

2. The method used to schedule GUI startup on the EDT is: _____

3. Fill in the correct Swing tool:

| Task | Use This |
|---|---|
| One-time GUI startup | _____ |
| Single visual update | _____ |
| Recurring animation | _____ |

4. Consider the lab method and Circle the correct statement about `repaint()`:

```
public void moveLeft() {
x -= step;
repaint();
}
```

- It directly draws the line

- It schedules a redraw

- It moves the object

5. Make a delay of 100 ms:

```
Timer timer = new Timer(_____, e -> {
ball.move();
repaint();
});
timer.start();
```

6. The Swing Timer runs on the same thread as:

   - main

   - EDT

   - a new thread

7. If `timer.start()` is removed, the ball will:

   - move once

   - move continuously

   - not move at all

8. `VK` stands for _____.

9. This request drawing.requestFocusInWindow(); will often fails.

   Why?_____.

10. True / False. After clicking a button, the key stops working because the button gains focus.

11. **Final Project Team Checklist**

    ☐ Github account created
    ☐ PAT (personal token) is stored
    ☐ Starter repo is created
    ☐ We know we can seek guthub help this Wednesday 5-7pm or message Office Hours channel for additional help

12. **Before You Leave**
    Write one question you still have about today's topic.