Sample Code for Stroke Order Demo

The codebase consists two classes:

* StrokeImageParser provides a static parseImage method to parse a stroke order strip image downloaded from hanzi5.com and returns a List of Image objects to the caller.
  + It also provides a private testModifyScript method to show a fixed “frame” in the strip image (the 4th in the last row) in color, gray-level, and black only.
* StrokeOrderPanel as a test driver to load a (fixed) strip image and animate stroke order: It
  + uses a StrokeOrderPanel object to parse and return parsed frames;
  + displays the current frame in the panel, alongside image of the playwright, Mr. Xu;
  + implements a MouseListener in itself to respond to mouse click to start/stop animation
    - which is powered by a Timer object to fire an ActionEvent every second.
    - One mouse click can toggle the timer on or off.

For now, almost everything is fixed.

* It’s assumed that the strip images are stored in an images/ folder in the project folder, along with other images.  
  "images/文Strokes.png"
* Number of rows can be calculated by dividing image height by grid size (150X150), but number of strokes need to be manually changed in the code. (Although a method can be written to detect where the last row ends, except the very last grid, which is always for the hanzi5 logo.)   
  **int** strokeCount = 4;
* File name consists the Chinese character as its initial. You need to change the file name in your code when trying out with a different one.  
  String charImage = "images/文Strokes.png";
* The testModifyScript method uses nested for loop to set highlighted areas to black and remove gridlines as follows, where -1 indicates white background, and 8618884 is the shade of black used for the character foreground:

rgb = defaultImg.getRGB(i, j);

**if** (rgb > -6000000 && rgb < -3000000)

defaultImg.setRGB(i, j, -8618884);

**else** **if** (rgb > -3000000 && rgb < -2500000) {

defaultImg.setRGB(i, j, -1);

