**YouTube tutorial 23-25 – Making a circle with slider**

1st (main) class – apples.java:

**import** javax.swing.JFrame;

**class** apples {

**public** **static** **void** main(String args[]) {

secondclass w = **new** secondclass();

w.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);

w.setSize(230, 280);

w.setVisible(**true**);

}

}

2nd class – anotherclass.java:

**import** java.awt.Dimension;

**import** java.awt.Graphics;

**import** javax.swing.JPanel;

**public** **class** anotherclass **extends** JPanel {

**private** **int** d = 10; //stands for diameter

**public** **void** paintComponent(Graphics g){

**super**.paintComponent(g);

g.fillOval(10, 10, d, d);

}

**public** **void** setD(**int** newD){

d = (newD >= 0 ? newD : 10);

repaint(); //calls the paintComponent again

}

**public** Dimension getPreferredSize(){

**return** **new** Dimension(200, 200);

}

**public** Dimension getMinimumSize(){

**return** getPreferredSize();

}

}

3rd class – secondclass.java:

**import** java.awt.BorderLayout;

**import** java.awt.Color;

**import** javax.swing.JFrame;

**import** javax.swing.JSlider;

**import** javax.swing.SwingConstants;

**import** javax.swing.event.ChangeEvent;

**import** javax.swing.event.ChangeListener;

**public** **class** secondclass **extends** JFrame {

**private** JSlider slider;

**private** anotherclass myPanel;

**public** secondclass(){

**super**("The mighty title");

myPanel = **new** anotherclass();

myPanel.setBackground(Color.*ORANGE*);

slider = **new** JSlider(SwingConstants.*HORIZONTAL*, 0, 200, 10);

slider.setMajorTickSpacing(10);

slider.setPaintTicks(**true**);

slider.addChangeListener(

**new** ChangeListener(){

**public** **void** stateChanged(ChangeEvent e){

myPanel.setD(slider.getValue());

}

}

);

add(slider, BorderLayout.*SOUTH*);

add(myPanel, BorderLayout.*CENTER*);

}

}

**The result is:**

