Java Level 10.

<u>Simple Animation and Threads</u>

1. Creating Animation in Java
2. Painting and Repainting
3. Starting and Stopping
4. an Applet's Execution
5. Putting It Together
6. Threads: What They Are
7. and Why You Need Them
8. The Problem with the Digital Clock Applet
9. Writing Applets with Threads
10. Fixing The Digital Clock
11. Reducing Animation Flicker
12. Flicker and How to Avoid It
13. How to Override Update
14. Solution One: Don't Clear the Screen
15. Solution Two: Redraw
16. Only What You Have To