Office Hours
Wednesday 3:00-4:00. Also by appointment. I will try to answer e-mail questions in a timely manner; concise questions are likely to elicit quicker responses.

Instructions
Please work independently.
Please turn in your work via email to the grader: cop4610ta@yahoo.com
There will be no make up exams, assignments, or tests.

1. Research the following two Thread methods
   a. setName()
   b. join()

2. Use the setName method to assign a name to the TimerThread. Do this in the TimerThread constructor

3. In the Applet class, display the name of the TimeThread immediately after the TimerThread has been instantiated.

4. Modify the Animate class stop() method to use the Thread join() method to synchronize the termination of the TimerThread().

5. To run the program, you need to create 10 jpeg images in the directory where the program is. Name the images 0.jpeg, 2.jpeg, ..., 9.jpeg.

You are to turn in the modified java classes.
The sample program is below.

// TimerThread class

import java.awt.*;

public class TimerThread extends Thread
{
    Component m_comp; // Component that needs repainting
    int m_timeDiff; // Time between repaints of the component
    volatile boolean m_shouldRun // Set to false to stop thread

    public TimerThread(Component comp, int timeDiff)
    {
        m_comp = comp;
        m_timeDiff = timeDiff;
        m_shouldRun = true;
    }

    public void run()
    {
        while (m_shouldRun)
        {
            try
            {
                m_comp.repaint();
                sleep(m_timeDiff);
            }
            catch (Exception e)
            {
            }
        }
    }
}
// Animate Applet class

import java.applet.*;
import java.awt.*;

public class Animate extends Applet
{
    int m_count, m_lastCount;
    Image m_pictures[];
    TimerThread m_timer;

    // init method
    public void init()
    {
        m_lastCount = 10;
        m_count = 0;
        m_pictures = new Image[10];

        MediaTracker tracker = new MediaTracker(this);
        for(int a = 0; a < m_lastCount; a++)
        {
            m_pictures[a] = getImage(
                getCodeBase(), new Integer(a).toString()+".jpeg");
            tracker.addImage(pictures[a],0);
        }
        tracker.checkAll(true);
    }

    // applet start() method
    public void start()
    {
        m_timer = new TimerThread(this, 1000);
        m_timer.start();
    }

    // applet stop() method
    public void stop()
    {
        m_timer.shouldRun = false;
        m_timer = null;
    }

    // applet paint() method
    public void paint(Graphics g)
    {
        g.drawImage(m_pictures[m_count++], 0, 0, null);

        if(m_count == m_lastCount)
        {
            m_count = 0;
        }
    }
}