

```

1: //ジャグリングアニメーションを行う
2: import java.awt.*;
3: import java.awt.event.*;
4:
5: public class Sample780 extends Frame implements Runnable
6: {
7:     // int num: //koko
8:     Image im; //koko
9:
10:    public static void main(String[] args)
11:    {
12:        Sample780 sm = new Sample780();
13:
14:    }
15:    public Sample780()
16:    {
17:        super("Duke'sジャグリング"); //koko
18:
19:        addWindowListener(new SampleWindowListener());
20:
21:        Thread th;
22:        th = new Thread(this);
23:        th.start();
24:
25:        setSize(350, 300);
26:        setVisible(true);
27:    }
28:    public void run() {
29:        int i=0; //koko
30:        while(true) { //koko
31:            try { //koko
32:                Toolkit tk = getToolkit(); //koko
33:                im = tk.getImage("□□□□□□□□"); //koko
34:                repaint(); //koko
35:                Thread.sleep(100); //koko
36:                i++; //koko
37:            } catch (InterruptedException e) {}
38:        }
39:    }
40:    public void paint(Graphics g)
41:    {
42:        // String str = num + "です。"; //koko
43:        // g.drawString(str, 100, 100); //koko
44:
45:        g.drawImage(im, 100, 100, this); //koko
46:    }
47:    class SampleWindowListener extends WindowAdapter
48:    {
49:        public void windowClosing(WindowEvent e)
50:        {
51:            System.exit(0);
52:        }
53:    }
54: }

```