PROJECT REPORT

BUTTERFLY ANIMATION USING JAVA

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ABSTRACT

This project makes animated butterflies with java. The project combines a line to create a butterfly image pattern. Then it moves the butterfly image by creating a new butterfly image at a new position and repaint the Graphics Panel.

The steps of creating animations with java are: firstly, provides a component needed to draw 2D animations. Secondly, we uses Graphics2D and GeneralPath to create a butterfly image pattern. This project uses a random function to set the direction of movement.

In the project there are three kinds of directives that can be added and developed.

Keyword: Java, Direction, Graphics2D.
PREFACE

The background of this program discusses the creation of animated images, control the direction of movement, add three different movements. The literature study contains a comparative program I created with a journal or article. This research method describes the steps of making the program from start to finish. This analysis contains an explanation of the programming and the design contains an overview of the program. Implementation contains the worker created, the test contains the results of the program experiment. The conclusion of the program contains the end result of the program, its advantages and disadvantages.
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