

## **ANIMATION IN J2EE PROJECTS - AN OVERVIEW**

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### **ABSTRACT**

Programming in Java doesn't have to be dull and boring. In fact, it's possible to have a lot of fun while programming in Java. When it comes to having fun while programming, it's hard to beat a good old fashioned program that provides visual feedback and stimulation. And in that category, it's hard to beat an animation program.

Many forms of animation are possible in Java. What all of them have in common is that they create some kind of motion on the screen by drawing successive frames at a relatively high speed (usually about 10-20 times per second). There are many varieties in animation like sprite animation, frame animation etc.,

For example, if you watch The Discovery Channel or The Learning Channel very much, you will already know that many sea creatures have the ability to change their color in very impressive ways. Sprite animation is used to cause the spherical creatures to swim, and will also use frame animation to cause them to change their color at the same time. This paper discusses about the various techniques, types of animations and example programs to illustrate the techniques