

Project

- jworms
 - jworm
 - sr
 - jw
 - jw
 - jw
 - Librar

Run/Debug toolbar: Run, Stop, Step Over, Step Into, Step Out, Breakpoints, Console, Output, Variables, Watch, Memory, Performance, Profiler, Attach, Detach, Close All, Save All, Undo, Redo, Copy, Paste, Find, Replace, Zoom In, Zoom Out, Home, End.

```

+ /.../
package game$

import java.awt.*;
import java.awt.event.WindowAdapter
import java.awt.event.WindowEvent

public class Worm extends Frame {

    // Constructor
    public Worm() {
        setTitle("Java Worm");
        // @todo setze globale variablen
    }

    public static void main(String[] args) {
        Frame f = new Worm();

        f.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent e) {
                System.exit(0);
            }
        });
        f.setSize(500, 400);
        f.setVisible(true);
    }

    // draw a white background
    public void paint(Graphics g) {
        Color grey = new Color(192, 192, 192);
        g.setColor(grey);
        g.fillRect(0, 0, 500, 400, true);
        g.fillRect(88, 38, 500-77, 400-77, false);
        g.setColor(Color.white);
        g.fillRect(40, 40, 500-80, 400-80);
        Font boldFont = new Font("TimesRoman", 1, 16);
        g.setFont(boldFont);
        g.setColor(Color.black);
        g.drawString("Score: XXXX", 20, 383);
    }
}

```

Worms.java

- Worms
- Container
 - pa
 - Worm
 - main()