Images: Use Eck's textbook for this reading, paying the most attention to 13.1.1 (skim other sections for information about buffering). It can be found at :

http://mvhs-fuhsd.org/java/References/EckTextbook6.0/index.html

1. What method is used to draw an <u>image</u>?   *Write all three versions of this method.*

    version 1:

    version 2:

    version 3:

2. Draw arrows to each parameter in the method you wrote above, and describe each parameter.

3. Images are generally huge files, so they take a lot of time to load. The reading talks about three things related to this: buffers (or buffering), ImageObservers (which return a Boolean), and Off-Screen Images. Explain in one or more sentences, using all three terms, how these items help with loading images. Underline each of the three terms.