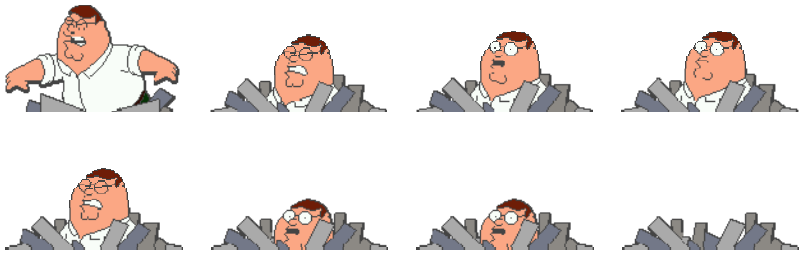
# ANIMATING A SERIES OF IMAGES

An animated image is made up of individual images that are shown at a very fast rate so that it creates the illusion of movement. So the first thing we will need to create an animation application is an array of images. We will also need a **Timer** to cycle through the images and display a new image at a specified set of milliseconds.

To illustrate how to animate images, we are going to walk through a program called **PeterGriffin.java**. The program animates a set of eight (8) images which results in Peter falling through a hole:



The first thing you will need to do is declare an array of images and a variable that is going to keep track of which image to display:

```
Imports System.IO

Public Class PeterGriffin

    Private images(7) As Image
    Private counter As Integer

End Class
```

Next we will need to fill the array with images when the program loads:

```
Private Sub PeterGriffin_Load(ByVal sender As System.Object, ByVal e As
   System.EventArgs) Handles MyBase.Load

   For i As Integer = 0 To images.Length - 1
      images(i) = Image.FromFile(Directory.GetCurrentDirectory &
         "\images\peter" & i & ".png")
   Next

End Sub
```

When the user clicks the **START** button, the button should be disabled and the timer should start:

```
Private Sub btnStart_Click(ByVal sender As System.Object, ByVal e As
   System.EventArgs) Handles btnStart.Click

   btnStart.Enabled = False
   tmrTimer.Start()
```

```
End Sub
```

Finally, you will need to program the timer so that at every 500 milliseconds the image changes. After the last image displayed, the picture box should be cleared.

```
Private Sub tmrTimer_Tick(ByVal sender As System.Object, ByVal e As
   System.EventArgs) Handles tmrTimer.Tick

   picPeter.Image = images(counter)
   counter = counter + 1

   If counter = 8 Then
      tmrTimer.Stop()
      picPeter.Image = Nothing
   End If

End Sub
```

Once you have written the code, save and run the program.