EyesFollow.java

```java
1    import java.applet.Applet;
2    import java.awt.*;
3    import java.awt.event.*;

4    public class EyesFollow extends Applet {

5        public void init() {
6            addMouseMotionListener(new MouseMotionHandler());
7            setBackground(new Color(0, 0, 200));
8            setSize(AP_WIDTH, AP_HEIGHT);
9            lBrow.addPoint(L_EYE.x+40, L_EYE.y-25);
10           lBrow.addPoint(L_EYE.x+45, L_EYE.y-27);
11           lBrow.addPoint(L_EYE.x+20, L_EYE.y-50);
12           lBrow.addPoint(L_EYE.x-35, L_EYE.y-70);
13           lBrow.addPoint(L_EYE.x-55, L_EYE.y-65);
14           lBrow.addPoint(L_EYE.x-70, L_EYE.y-55);
15           lBrow.addPoint(L_EYE.x-35, L_EYE.y-52);
16           lBrow.addPoint(L_EYE.x+10, L_EYE.y-30);
17           int[] x = lBrow.xpoints;
18           int[] y = lBrow.ypoints;
19           for (int i = 0; i < x.length; i++)
20               rBrow.addPoint(R_EYE.x - x[i] + L_EYE.x, y[i]);
21       }

22       public void paint(Graphics g) {
23           g.clearRect(0, 0, AP_WIDTH, AP_HEIGHT);
24           drawBrow(g, L_EYE);
25           drawBrow(g, R_EYE);
26           drawEye(g, L_EYE);
27           drawEye(g, R_EYE);
28       }

29       public void update(Graphics g) {
30           if (offScnBufr == null || offScnBufr.getWidth(this)  != getSize().width
31                               || offScnBufr.getHeight(this) != getSize().height)
32               offScnBufr = createImage(getSize().width, getSize().height);
33           Graphics gr = offScnBufr.getGraphics();
34           paint(gr);
35           g.drawImage(offScnBufr, 0, 0, this);
36       }

37       private void drawBrow(Graphics g, Point eye) {
38           g.setColor(new Color(200, 150, 0));
39           Polygon lB = new Polygon(lBrow.xpoints, lBrow.ypoints, lBrow.npoints),
40                   rB = new Polygon(rBrow.xpoints, rBrow.ypoints, rBrow.npoints);
41           if (point2.x < L_EYE.x-30)
42               rB.translate(0, -8);
43           else if (point2.x > R_EYE.x+30)
44               lB.translate(0, -8);
45           g.fillPolygon(lB);
46           g.fillPolygon(rB);
47       }

48       private void drawEye(Graphics g, Point eye) {
49           g.setColor(Color.yellow);
50           g.fillOval(eye.x-40, eye.y-20, 80, 40);
51           g.setColor(Color.white);
```

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```java
52              int nX = adjust(eye.x, point2.x);
53              int nY = adjust(eye.y, point2.y);
54              g.drawLine(nX, nY, point2.x, point2.y);
55              g.setColor(Color.red);
56              g.fillOval(nX-16, nY-14, 32, 28);
57              g.setColor(Color.black);
58              g.fillOval(nX-4, nY-4, 8, 8);
59          }
60
60          private int adjust(int nX1, int nX2) {
61              return (10*nX1 + nX2) / 11;
62          }
63
63          private class MouseMotionHandler implements MouseMotionListener {
64
64              public void mouseMoved(MouseEvent event) {
65                  point2 = event.getPoint();
66                  repaint();
67              }
68
69              public void mouseDragged(MouseEvent event) {
70                  mouseMoved(event);
71              }
72
72          }
73
73          private final int AP_WIDTH  = 400;
74          private final int AP_HEIGHT = 200;
75          private final int nXOFF     = 50;
76          private final Point L_EYE   = new Point(AP_WIDTH / 2 - nXOFF, 9*AP_HEIGHT / 20);
77          private final Point R_EYE   = new Point(AP_WIDTH / 2 + nXOFF, 9*AP_HEIGHT / 20);
78          private Point point2        = new Point((L_EYE.x + R_EYE.x) / 2,
                                                    2 * (L_EYE.y + R_EYE.y) / 3);
79          private Polygon lBrow       = new Polygon();
80          private Polygon rBrow       = new Polygon();
81          private Image offScnBufr    = null;
82  }
```