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import java.awt.*;
import javax.swing.*;
import java.awt.event.*;

public class AnimatorPanel extends JPanel implements ActionListener
{
    private Timer timer; //an object that generates "action" events
    private Sphere sphereA;

    public AnimatorPanel()
    {
        setBackground(Color.white);
    }

    public void init()
    {
        sphereA = new Sphere(50,50,50,Color.blue);

        timer = new Timer(100,this);
        timer.start(); //start the action events!
    }

    //this method is called every 1/10th of a second by the timer
    //it should move the sphere(s)
    public void actionPerformed(ActionEvent e)
    {
        int sphereX = sphereA.getCenterX();
        int sphereRadius = sphereA.getRadius();

        if(sphereX >= getWidth())
            timer.stop();
        else
            sphereA.setCenterX(sphereX + 5);
        repaint();
    }

    //draws the spheres
    public void paint(Graphics g)
    {
        super.paint(g);

        if(sphereA != null)
            sphereA.drawSphere(g);

        //draws the center lines for the screen
        g.setColor(Color.black);
        g.drawLine(getWidth()/2,0,getWidth()/2,getHeight());
        g.drawLine(0,getHeight()/2,getWidth(),getHeight()/2);
    }
}

```

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import java.awt.*;
import javax.swing.*;

public class Sphere {
    private int xCoord, yCoord, radius;
    private Color color;

    public Sphere(int initX, int initY, int rad, Color col) {
        xCoord = initX;
        yCoord = initY;
        color = col;
        radius = rad;
    }

    public void setCenterX(int x) {
        xCoord = x;
    }

    public void setCenterY(int y) {
        yCoord = y;
    }

    public void setRadius(int rad) {
        radius = rad;
    }

    public void setColor(Color col) {
        color = col;
    }

    public int getCenterX() {
        return xCoord;
    }

    public int getCenterY() {
        return yCoord;
    }

    public int getRadius() {
        return radius;
    }

    public Color getColor() {
        return color;
    }

    public void drawSphere(Graphics g)
    {
        g.setColor(color);
        g.fillOval(
            getCenterX() - getRadius(),
            getCenterY() - getRadius(),
            getRadius()*2,
            getRadius()*2);
    }
}

```