

(SK-VM)

1 . 가 가 .
.. ㅎㅎㅎ 가 ()
가
.. ㅎㅎㅎ ..
..
.. 가
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2가 . 가 가
가 가 .. ㅎㅎㅎ
가
가
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가

```
public class PinkRedCanvas extends Canvas
{
    public final static int INTRO = 1; //
    public final static int INTRO_MAIN = 10; //
    public final static int INTRO_END = 11; //

    int status;
    int statusIntro;

    PinKRed() {}
```

```
public void paint(Graphics g)
```

```
{
```

```
    switch(status)
```

```
    {
```

```
        case INTRO:
```

```
            switch(statusIntro)
```

```
            {
```

```
                case INTRO_MAIN:
```

```
                    break;
```

```
                case INTRO_END:
```

```
                    break;
```

```
            }
```

```
        break;
```

```
    }
```

```
}
```

```
public void keyPressed(keyCode)
```

```
{
```

```
    switch(status)
```

```
    {
```

```
        case INTRO:
```

```
            switch(statusIntro)
```

```
            {
```

```
                case INTRO_MAIN:
```

```
                    break;
```

```
                case INTRO_END:
```

```
                    break;
```

```
            }
```

```
        break;
```

```
    }
```

```
}
```

```
public void keyReleased(int keyCode)
```

```
{
```

```
    switch(status)
```

```

    {
        case INTRO:
            switch(statusIntro)
            {
                case INTRO_MAIN:
                    break;
                case INTRO_END:
                    break;
            }
            break;
    }
}

public void keyRepeated(int keyCode)
{
    switch(status)
    {
        case INTRO:
            switch(statusIntro)
            {
                case INTRO_MAIN:
                    break;
                case INTRO_END:
                    break;
            }
            break;
    }
}
}

```

가

```

public class PinkRedCanvas extends Canvas
{
    public final static int INTRO = 1; //

```

```
public final static int INTRO_MAIN = 10; //
public final static int INTRO_END = 11; //

int status;
int statusIntro;

PinKRed() {}

public void paint(Graphics g)
{
    switch(status)
    {
        case INTRO:
            main_EventProc(EVT_PAINT, g, -1);
            break;
    }
}

public void keyPressed(keyCode)
{
    switch(status)
    {
        case INTRO:
            main_EventProc(EVT_KEY_PRESSED, null, keyCode);
            break;
    }
}

public void keyReleased(int keyCode)
{
    switch(status)
    {
        case INTRO:
            main_EventProc(EVT_KEY_RELEASED, null, keyCode);
            break;
    }
}
```

```
break;
```

```

        case EVT_KEY_RELEASED:
            break;
        case EVT_KEY_REPEATED:
            break;
    }
    break;
}
}
}

```

[illegible]

<pre>switch(num) { case 0: break; case 1:</pre>	<pre>switch(num) { case 2: break; case 1:</pre>
---	---

<pre>break; case 2: break; }</pre>	<pre>break; case 0: break; }</pre>
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가 switch if~else if~ else if switch . 가 switch

가 .

가 . TT

PinKList, PinkPopup, PinkDialog, PinkTicker

3D . TT .

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