How to make your Java graphics refresh properly

You draw a nice picture on a Frame in a Java program. Now you move another window over your frame and: oh no! It doesn't redraw your art!

In your frame, you need to define the `paint()` function and, inside of the `paint()` call, you need to put a call to your redraw code. Don't forget to leave the `Graphics g` parameter in paint. It won't overload to the right `paint()` call otherwise!

```
public void paint(Graphics g)
{
     this.redraw();
} // paint()
```