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package Unit02;
import javax.swing.*;

    /*
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    *   This program shows how to change the icon shown in the JFrame
    *   In order to include a graphic, we need an ImageIcon object
    */

public class MyFirstWindow02 {
    public static void main(String[] args) {

        JFrame theWindow = new JFrame("My First Window");           // Window Object
        theWindow.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); //default close

        /*
        Now, lets try to change the icon in our 1st window...
        We need a new icon object!!!

        Create a new small, square image for your icon

        Remember, Scanner scannerName = new Scanner(parameter)???

        We need a new ImageIcon object!
        ImageIcon nameOfIcon = new ImageIcon(path to new image);
        REMEMBER: you will need \\ (escape sequence) to list file path!!!
        */

        ImageIcon myNewIcon = new ImageIcon(""
            + "C:\\Users\\sauxh\\Documents\\NetBeansProjects\\"
            + "2016APcsci\\src\\Images\\star.jpg");

        // I looked up image properties in windows explorer to get file path

        /*
        Remember, we need to call the Scanner and give it a command?
        We need to call our window and give it a command!

        theWindow.setIconImage(imageObjectName.getImage());
        */

        theWindow.setIconImage(myNewIcon.getImage());           // set IconImage
        theWindow.setVisible(true);                             // Make Visible
    }
}
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```