Note that we could have generated an array or Vector of folders at the outset and scanned through the array to draw each folder.

```
//go through all the names and folders
    for (int i = 0; i< names.size(); i++) {
        name = (String)names.elementAt(i);
        if (name.equals(selectedName))
            f = fact.getFolder(true);
        else
            f = fact.getFolder(false);
        //have that folder draw itself at this spot
        f.draw(g, x, row, name);
```

Such an array is not as wasteful as a series of different instances because it is actually an array of references to one of only two folder instances. However, because we want to display one folder as "selected" and we want to be able to change which folder is selected dynamically, we just use the FolderFactory itself to give us the correct instance each time. The top and left variables are declared constants in the main program.

```
public void paint(Graphics g) {
    Folder f;
    String name;


    int j = 0;            //count the number in the row
    int row = Top;        //start in the upper left
    int x = Left;


    //go through all of the names and folders
    for (int i = 0; i< names.size(); i++) {
        name = (String)names.elementAt(i);
        if (name.equals(selectedName))
            f = fact.getFolder(true);
        else
            f = fact.getFolder(false);
        //have that folder draw itself at this spot
        f.draw(g, x, row, name);
        x = x + HSpace;    //change to the next position
        j++;
        if (j >= HCount) { //reset for the next row
            j = 0;
            row += VSpace;
            x = Left;
        }
    }
}
```