

j1App

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j1Gui

```
p2List<UIObject*> UIObjects;
p2List<UIObject*> HUDObjects;
p2SString atlas_file_name

j1Gui();
~j1Gui();

bool Awake(pugi::xml_node&);
bool Start();
bool PreUpdate();
bool Update(float);
bool PostUpdate();
bool CleanUp();
bool HUDCleanUp();

UIObject* CreateUIImage(int x, int y, SDL_Rect rect, SDL_Texture* texture, bool is_hud);
UIObject* CreateUILabel(int x, int y, p2SString text, bool is_hud);
UIObject* CreateUIButton(int x, int y, SDL_Rect mouse_off, SDL_Rect mouse_on, SDL_Rect mouse_click, SDL_Texture* texture);
UIObject* CreateUISlider(int x, int y, SDL_Rect thumb_off, SDL_Rect thumb_on, int margin_right, int margin_left, SDL_Texture* tex)

SDL_Texture* atlas = nullptr;

bool debug = false;
```

UML - UI SYSTEM

UIObject

```
class j1Module;
class UIObject{

    UIObject(int x, int y);
    ~UIObject();

    virtual void Update();
    virtual void Draw();

    int x;
    int y;
    int margin_right;
    int margin_left;
    iPoint mouse_position;
    iPoint mouse_pos;

    p2SString text;

    SDL_Rect rect;
    SDL_Texture* texture = nullptr;
    SDL_Texture* texture_fonts = nullptr;
    SDL_Rect size = { 0,0,0,0 };
    SDL_Rect button_off;
    SDL_Rect button_on;
    SDL_Rect button_clicked;
    SDL_Rect current_rect;

    bool is_hud;
    bool debug = false;
```

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UIButton

UIImage

UILabel

j1Slider

```
class UIButton : public UIObject

UIButton(int x, int y, SDL_Rect mouse_off, SDL_Rect mouse_on, SDL_Rect mouse_click, SDL_Texture* tex);
~UIButton();

void Update();
void Draw();

bool is_on = false;
```

```
class UIImage : public UIObject

UIImage(int x, int y, SDL_Rect rect, SDL_Texture* tex, bool is_hud);
~UIImage();

void Draw();
```

```
class UILabel : public UIObject

UILabel(int x, int y, p2SString text, bool is_hud);
~UILabel();
void Draw();
```

```
class UISlider : public UIObject

UISlider(int x, int y, SDL_Rect thumb_off, SDL_Rect thumb_on, int margin_right, int margin_left, SDL_Texture *tex);
~UISlider();

void Update();
void Draw();

int x_difference = 0;
int slider_volume = 0;
```