

Main.java

Overview

The Main class contains the main method of the program. It is the user's entry point into generating the final output Gcode file. The main method simply creates a MaterialOptionWindow object that displays currently supported printing options.

MaterialOptionWindow.java

Overview

The MaterialOptionWindow adapts the inherited PyramidWindowUI class. The MaterialOptionWindow represents the first option window object the user sees after launching the program. Current implementation of this class displays 4 main printing options:

1. Single Material Print
2. Dough-Powder Print
3. Military Print (Cream cheese for a military demo)
4. Triple-Material Print (A crust with alternating filling layers)

This object is created in the main method (inside the Main.java class). Choosing one of the 4 options will prompt a second option window (PrintOptionWindow) where user can input values used to generate the resulting Gcode file for RepetierHost.

Variables	Description
private static final long serialVersionUID	defined to be a long constant of 1L
HashMap<String, JPanel> panels	A map of JPanels
JRadioButton one	A button for option 1
JRadioButton two	A button for option 2
JRadioButton three;	A button for option 3
JRadioButton four	A button for option 4
JTabbedPane tabbedPane	A tabbed panel. Current Implementation contains only 1 tabbed panel named "Food.Printing"

Methods	Descriptions
<code>public MaterialOptionWindow(String title)</code>	Constructs a Material Option Window named <i>title</i>
<code>public void initialize()</code>	Activate all option buttons and display all option panels
<code>public void actionPerformed(ActionEvent e)</code>	Depending on the option chosen, create a PrintOptionWindow object displaying relevant input specifications