

## **Issue #7869**

### **Bug: Take text objects into account in legend auto positioning**

<https://github.com/matplotlib/matplotlib/issues/7869>

**Branch with Fix:** [https://github.com/RiazCharania/matplotlib/commits/issue\\_7869](https://github.com/RiazCharania/matplotlib/commits/issue_7869)

#### **Description:**

For this bug fix, the changes have been implemented in the branch, called issue\_7869. The issue is that when the legends are rendered into a graph, they overlap with text objects. To fix this issue, some additional changes have been made in the methods that are responsible for determining the best location to place the legend. This involves adding an additional check for text objects to ensure that the legend does not overlap them.

#### **Issues Encountered:**

One of the issues that were encountered when fixing this issue is that it required an understanding of what the structures involved are. There was some confusion about what the methods are and what methods would achieve what we intended, for example, count\_contains and count\_overlaps methods in the \_find\_best\_position method. There was also some confusion about how to retrieve the text location information in order to do the comparisons with the legend's location. However, the issue was resolved through efficient communication with the other team members and through collaboration, the team was able to find the methods that would work and solve the issue.

During the writing of the unit tests, there were some issues when running the test cases through pytest. ...

**Edited files:**

- legend.py
  - `_auto_legend_data`
    - There is the addition of retrieving information from the text objects from the graph. It gets their bbox objects so they can be compared in order to get the best placement for the legend.
    - In addition to returning bboxes, lines, offsets, it also returns the text objects as well.
  - `_find_best_position`
    - An additional check has been added to count the overlaps between the legend and the text objects. This ensures that the check does account for the text objects and prevents the overlap from occurring.

**Impact of Change:**

The impact of this change would not heavily affect other structures of the program. It involves an addition of additional checks but does not change the structure of any of the elements of the graph. The functionality of the methods `_find_best_position` and `_auto_legend_data` will operate differently if other parts of the program call it as it will now also check for the presence of the text objects. However, since this change is located in `legend.py`, it is unlikely that other structures of the program will be accessing these methods. It seems that only the legend will be using these methods and since the legend needs to not overlap text objects, the change achieves the desired result without impacting the functionality of other components.

**Unit Tests:**

The unit tests for this fix are located in ...

To run the unit tests ...