Drake Cummings

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Intro to Programming

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<div align="center">Documentation for Paint Program Button Class</div>

The "Utils.PDE" file contains the Button class I use throughout the program. This class's
methods include:

1. The main constructor for the button class (line 32 – 50):

    Button(int _bXPos, int _bYPos, int _bWidth, int _bHeight, color _bMainColor, color _bHoverColor) {…}

2. An overloaded constructor with parameters for the icon and icon color (line 53 – l76):

    Button(int _bXPos, int _bYPos, int _bWidth, int _bHeight, color _bMainColor, color _bHoverColor,
    String _icon, color _iconColor) {…}

3. A second overloaded constructor with a parameter for whether the button is to be pressed
    by default (line 79 – 105):

    Button(int _bXPos, int _bYPos, int _bWidth, int _bHeight, color _bMainColor, color _bHoverColor,
    String _icon, color _iconColor, boolean defaultButton) {…}

4. A method that checks if the mouse is hovering over the button (line 110 – 112):

   boolean mouseOverButton() {…}

5. A method that returns the "clicked" Boolean of the object (line 115 – 117):

   boolean isClicked() {…}

6. A method that draws the button to the screen (line 119 – 147):

   void drawButton() {…}

7. A method that loops through all buttons in an array and sets their "clicked" field to "false" (line 150 – 154):

   void setButtonsToUnclicked (Button[] buttons) {…}