Національний технічний університет України «Київський політехнічний інститут»

Факультет інформатики та обчислювальної техніки Кафедра обчислювальної техніки

Лабораторна робота №1

з курсу «Автоматизація проектування комп'ютерних систем»

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Номер залікової книжки: 7308

Тема роботи

Редактор блок-схем алгоритмів.

Мета роботи

Здобуття навичок з побудови редактора блок-схем алгоритмів. Розробка інтерфейсу користувача та функціонального наповнення. Розробка засобів перетворення форматів зберігання даних.

Завдання на роботу

Номер залікової книжки: $7308_{10} = 1110010001100_2$.

Тип редактора: $n_1 = 0 =>$ Редактор графічних схем алгоритмів (ГСА).

Тип формату: $n_2 = 0 => Текстовий.$

Реалізувати редактор алгоритму заданого типу з можливістю збереження/відновлення результатів роботи програми у матричному вигляді згідно розробленого формату. Передбачити в редакторі наступні функції:

- Створення нової блок-схеми алгоритму;
- Модифікація алгоритму (створення/видалення початкового, кінцевого, логічних(X) та операційних(Y) вузлів, редагування сигналів вузлів, створення/видалення зв'язків між вузлами);
- Контроль вводу (тільки один початковий та кінцевий вузли, логічні та операційні вузли мають містити не менш одного сигналу, логічні вузли містять тільки вхідні сигнали, а операційні тільки вихідні тощо);
- Збереження алгоритму у матричному вигляді;
- Відновлення алгоритму з матричного вигляду.

Опис програми

Дана програма призначена для створення і редагування графічних блок-схем алгоритмів (ГСА). Головне вікно програми зображено на рисунку 1. За допомогою панелі, що знаходиться в лівій частині вікна, можна вибрати дію, яку необхідно зробити з блок-схемою. Більша частина вікна призначена для роботи з блок-схемою. Зберегти, створити, відкрити, закрити блок-схему можна за допомогою меню File головного меню.

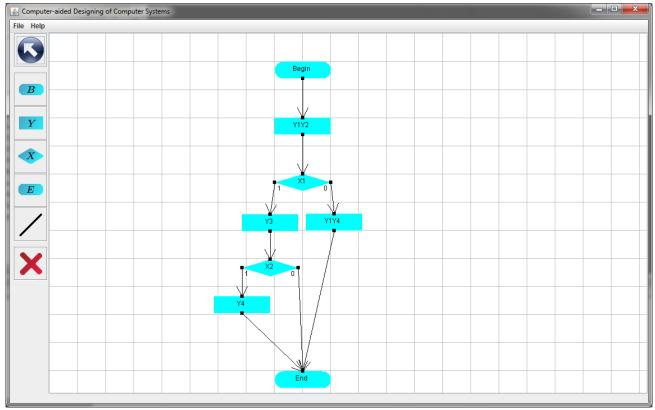


Рисунок 1. Головне вікно програми

Лістинг програми

```
import java.awt.*;
import java.util.LinkedList;
* Created by IntelliJ IDEA.

* User: Zak

* Date: 07.09.2010

* Time: 14:08:19
 ^{\star} To change this template use File \mid Settings \mid File Templates.
abstract class Node {
     protected int x;
protected int y;
protected int width;
protected int height;
     protected Color color;
     public abstract LinkedList<Node> getParents();
     public abstract LinkedList<Node> getChildren();
     public abstract String getText();
     public abstract int[] getSignals();
     public int getX() {
    return x;
     public void setX(int x) {
     public int getY() {
    return y;
     public void setY(int y) {
   this.y = y;
     public int getWidth() {
    return width;
     public void setWidth(int width) {
          this.width = width;
     public int getHeight() {
    return height;
     }
     public void setHeight(int height) {
          this.height = height;
     public Color getColor() {
         return color;
     public void setColor(Color color) {
    this.color = color;
package gsa;
import java.awt.*;
import java.util.LinkedList;
 \ensuremath{^{\star}} Created by IntelliJ IDEA.
 * User: Zak

* Date: 07.09.2010

* Time: 14:22:13
 * To change this template use File | Settings | File Templates.
class BeginNode extends Node {
     private static String TEXT = "Begin";
     private Node child;
     public \ Begin Node (int \ x, \ int \ y, \ int \ width, \ int \ height, \ Color \ color) \ \{
          this.x = x;
this.y = y;
this.width = width;
this.height = height;
this.color = color;
     @Override
     public LinkedList<Node> getParents() {
    return null;
     @Override
     public LinkedList<Node> getChildren() {
          LinkedList<Node> list = new LinkedList<Node>();
          list.add(child);
          return list;
```

package gsa;

```
@Override
     public String getText() {
    return TEXT;
     @Override
     public int[] getSignals() {
           int[] result = new int[1];
result[0] = 0;
return result;
     public void setChildNode(Node node) {
   child = node;
     }
     public void removeChildNode() {
           child = null;
package gsa;
import java.awt.*;
import java.util.LinkedList;
import java.util.ListIterator;
 \ensuremath{^{\star}} Created by IntelliJ IDEA.
 * User: Zak
* Date: 07.09.2010
   Time: 14:20:44

To change this template use File | Settings | File Templates.
class OperatorNode extends Node {
     static String TEXT = "Y";
     private int[] numbers;
     private LinkedList<Node> parents;
     private Node child;
     \texttt{public OperatorNode(int x, int y, int width, int height, Color color, int[] numbers) } \{
           this.x = x;
this.y = y;
this.width = width;
           this.width = width;
this.height = height;
this.color = color;
this.numbers = numbers;
parents = new LinkedList<Node>();
     public void addParentNode(Node node) {
           parents.add(node);
     public void removeParentNode(Node node) {
   ListIterator(Node> iterator = parents.listIterator();
   boolean found = false;
           while ((iterator.hasNext()) && (!found)) {
   if (iterator.next() == node) {
     iterator.remove();
           }
     }
     public void removeParentNodes() {
   parents = new LinkedList<Node>();
     public void setChildNode(Node node) {
    child = node;
     public void removeChildNode() {
           child = null;
     @Override
public LinkedList<Node> getParents() {
           return parents;
     public LinkedList<Node> getChildren() {
           LinkedList<Node> list = new LinkedList<Node>();
list.add(child);
           return list;
     @Override
     public String getText() {
           lic String getText() {
   StringBuilder builder = new StringBuilder();
   for (int i = 0; i < numbers.length; i++) {
     builder.append(TEXT);
     builder.append(String.valueOf(numbers[i]));
}</pre>
           return builder.toString();
     public int[] getSignals() {
           return numbers;
     public void setSignals(int[] numbers) {
           this.numbers = numbers;
```

```
}
package gsa;
import java.awt.*;
import java.util.LinkedList;
import java.util.ListIterator;
 * Created by IntelliJ IDEA.
* User: Zak
   User: Zak
Date: 07.09.2010
Time: 14:20:23
    To change this template use File \mid Settings \mid File Templates.
class LogicNode extends Node {
     public static String YES_TEXT = "1";
public static String NO_TEXT = "0";
     private static String TEXT = "X";
     private int number;
private LinkedList<Node> parents;
     private Node yesChild;
private Node noChild;
      public LogicNode(int x, int y, int width, int height, Color color, int number) {
            this.x = x;
this.y = y;
this.width = width;
           Lnis.widtn = width;
this.height = height;
this.color = color;
this.number = number;
parents = new LinkedList<Node>();
      public void addParentNode(Node node) {
            parents.add(node);
     public void removeParentNodes() {
   parents = new LinkedList<Node>();
     public void removeParentNode(Node node) {
   ListIterator<Node> iterator = parents.listIterator();
   boolean found = false;
            boolean found = false;
while ((iterator.hasNext()) && (!found)) {
   if (iterator.next() == node) {
      iterator.remove();
}
            }
     public void setYesChildNode(Node node) {
    yesChild = node;
      public void removeYesChildNode() {
           yesChild = null;
     public void setNoChildNode(Node node) {
   noChild = node;
     public void removeNoChildNode() {
   noChild = null;
      @Override
      public LinkedList<Node> getParents() {
           return parents;
      @Override
     public LinkedList<Node> getChildren() {
   LinkedList<Node> list = new LinkedList<Node>();
            list.add(yesChild);
list.add(noChild);
            return list;
     public String getText() {
            return (TEXT + String.valueOf(number));
     public int[] getSignals() {
   int[] result = new int[1];
   result[0] = number;
            return result;
      public void setSignal(int number) {
           this.number = number;
package gsa;
import java.awt.*;
import java.util.LinkedList;
import java.util.ListIterator;
```

```
* Created by IntelliJ IDEA.
   User: Zak
Date: 07.09.2010
   Time: 14:22:44
    To change this template use File | Settings | File Templates.
class EndNode extends Node {
     private static String TEXT = "End";
     private LinkedList<Node> parents;
     public EndNode(int x, int y, int width, int height, Color color) {
           this.x = x;
this.y = y;
this.width = width;
           this.height = height;
this.color = color;
           parents = new LinkedList<Node>();
     @Override
     public LinkedList<Node> getParents() {
           return parents;
     @Override
     public LinkedList<Node> getChildren() {
          return null;
     @Override
     public String getText() {
          return TEXT;
     @Override
     public int[] getSignals() {
   int[] result = new int[1];
   result[0] = 0;
           return result;
     public void addParentNode(Node node) {
          parents.add(node);
     public void removeParentNodes() {
           parents = new LinkedList<Node>();
     public void removeParentNode(Node node) {
           ListIterator<Node> iterator = parents.listIterator();
boolean found = false;
while ((iterator.hasNext()) && (!found)) {
                if (iterator.next() == node) {
   iterator.remove();
     }
package gsa;
import java.awt.*;
import java.util.ArrayList;
import java.util.LinkedList;
 * Created by IntelliJ IDEA.
   User: Zak
Date: 07.09.2010
Time: 14:00:30
 * To change this template use File | Settings | File Templates.
public class GSAModel {
     public static int DEFAULT_NODE_WIDTH = 100;
public static int DEFAULT_NODE HEIGHT = 30;
public static int DEFAULT_ARROW_WIDTH = 20;
     public static double DEFAULT_ARROW_ANGLE = 0.5;
public static int DEFAULT_CONNECTORS_SIZE = 6;
     private static Color DEFAULT_BACKGROUND_COLOR = Color.WHITE;
private static Color DEFAULT_NET COLOR = Color.LIGHT_GRAY;
private static Color DEFAULT_NODES_COLOR = Color.CYAN;
private static Color DEFAULT_LINES_COLOR = Color.BLACK;
     private static int DEFAULT_NET_INTERVAL = 50;
     private ArrayList<Node> nodes;
     private boolean hasBeginNode;
      private boolean hasEndNode;
     private Color backgroundColor;
     private Color netColor;
private Color nodesColor;
private Color linesColor;
     private int netInterval;
private boolean isChanged;
     private int actionType;
private boolean yesNoExit;
     public GSAModel() {
           nodes = new ArravList<Node>();
           hasBeginNode = false;
hasEndNode = false;
           backgroundColor = DEFAULT BACKGROUND COLOR;
```

```
netColor = DEFAULT_NET_COLOR;
      nodesColor = DEFAULT NODES_COLOR;
netInterval = DEFAULT_NET_INTERVAL;
linesColor = DEFAULT_INES_COLOR;
isChanged = false;
actionType = 0;
public Color getLinesColor() {
      return linesColor;
public void setLinesColor(Color linesColor) {
    this.linesColor = linesColor;
public int getNetInterval() {
    return netInterval;
public void setNetInterval(int netInterval) {
       this.netInterval = netInterval;
public int getActionType() {
      return actionType;
public void setActionType(int actionType) {
      this.actionType = actionType;
public boolean isChanged() {
      return isChanged;
public void setChanged(boolean changed) {
      isChanged = changed;
\verb"public void addBeginNode" (int x, int y, int width, int height) throws IllegalNodeException \{ \\
      if (!hasBeginNode) {
            nodes.add(new BeginNode(x, y, width, height, nodesColor));
hasBeginNode = true;
             throw new IllegalNodeException(true);
}
public void addEndNode(int x, int y, int width, int height) throws IllegalNodeException {
      if (!hasEndNode) {
              nodes.add(new EndNode(x, y, width, height, nodesColor));
             hasEndNode = true;
      else {
             throw new IllegalNodeException(false);
}
public void addLogicNode(int x, int y, int width, int height, int signalNumber) {
    nodes.add(new LogicNode(x, y, width, height, nodesColor, signalNumber));
public void addOperatorNode(int x, int y, int width, int height, int[] signalNumbers) {
    nodes.add(new OperatorNode(x, y, width, height, nodesColor, signalNumbers));
public void removeNode(Node node) {
   if (node.getClass().getName().contains("BeginNode")) {
      hasBeginNode = false;
}
       else {
             if (node.getClass().getName().contains("EndNode")) {
   hasEndNode = false;
      nodes.remove(node);
public boolean isInNode(int x, int y) {
      boolean isIn = false;
      int i = 0;
while ((i < nodes.size()) && (!isIn)) {</pre>
            int nodex1 = nodes.get(i).getX();
int nodex1 = nodes.get(i).getX();
int nodex2 = nodes.get(i).getX() + nodes.get(i).getWidth();
int nodey1 = nodes.get(i).getY();
int nodey2 = nodes.get(i).getY() + nodes.get(i).getHeight();
if ((x >= nodex1) && (x <= nodex2) && (y >= nodey1) && (y <= nodey2)) {</pre>
                    isIn = true:
             i++;
      return isIn;
public Node getInNode(int x, int y) {
   Node inNode = null;
      Node inNode = null;

int i = 0;

while ((i < nodes.size()) && (inNode == null)) {

   int nodex1 = nodes.get(i).getX();

   int nodex2 = nodes.get(i).getX();

   int nodey1 = nodes.get(i).getY();

   int nodey2 = nodes.get(i).getY();

   int nodey2 = nodex1) && (x <= nodex2) && (y >= nodey1) && (y <= nodey2)) {

     inNode = nodes.get(i);
             i++;
```

```
return inNode;
public Node getNodeInEntrance(int x, int y) {
    if (connector.contains(x, y)) {
         }
    return null;
public Node getNotLogicNodeInExit(int x, int y) {
    fig (Node e: nodes) {
   if ((!e.getClass().getName().contains("EndNode")) && (!e.getClass().getName().contains("LogicNode"))) {
      Rectangle connector = new Rectangle(e.getX() + (e.getWidth() - DEFAULT_CONNECTORS_SIZE) / 2,
      e.getY() + e.getHeight() - DEFAULT_CONNECTORS_SIZE / 2, DEFAULT_CONNECTORS_SIZE);
              if (connector.contains(x, y))
                  return e;
         }
public Node getLogicNodeInExit(int x, int y) {
    yesNoExit = true;
return e;
              vesNoExit = false;
                   return e;
        }
    return null:
public boolean isYesNoExit() {
    return yesNoExit;
public Color getNodesColor() {
    return nodesColor;
public Color getNetColor() {
    return netColor;
public Color getBackgroundColor() {
    return backgroundColor;
public ArravList<Node> getNodes() {
    return nodes;
public int[][] getConnectionMatrix() {
    int[][] getConnectConmatrix() {
  int[][] matrix = new int[nodes.size()][];
  for (int i = 0; i < matrix.length; i++) {
    matrix[i] = new int[nodes.size()];
    for (int j = 0; j < matrix[i].length; j++) {
        matrix[i][j] = 0;
    }
}</pre>
     for (int i = 0; i < nodes.size(); i++) {
         LinkedList<Node> children = nodes.get(i).getChildren();
if (children! = null) {
    for (int j = 0; j < children.size(); j++) {
        int k = 0;
    }
}</pre>
                  int k = 0;
boolean found = false;
while ((k < nodes.size()) && (!found)) {
   if (children.get(j) == nodes.get(k)) {
     matrix[i][k] = j + 1;
     found = true;
}</pre>
        }
    return matrix;
public int[] getNodesType() {
  int[] matrix = new int[nodes.size()];
  for (int i = 0; i < nodes.size(); i++) {</pre>
         if (nodes.get(i).getClass().getName().contains("BeginNode")) {
   matrix[i] = 0;
         matrix[i] = 1;
```

```
else {
                                 if (nodes.get(i).getClass().getName().contains("EndNode")) {
                                       matrix[i] = 3;
                   }
      return matrix;
public int[][] getBoundsMatrix() {
   int[][] matrix = new int[nodes.size()][];
   for (int i = 0; i < matrix.length; i++) {
      matrix[i] = new int[4];
}</pre>
             matrix[i][0] = nodes.get(i).getX();
matrix[i][1] = nodes.get(i).getY();
matrix[i][2] = nodes.get(i).getWidth();
matrix[i][3] = nodes.get(i).getWidth();
       return matrix;
public int[][] getSignalMatrix() {
   int[][] matrix = new int[nodes.size()][];
   for (int i = 0; i < nodes.size(); i++) {
      matrix[i] = nodes.get(i).getSignals();</pre>
public void setGSA(int[] nodesType, int[][] connectivityMatrix, int[][] signalMatrix,
      int[][] boundsMatrix) throws IllegalNodeException {
hasBeginNode = false;
      hasEndNode = false;
nodes = new ArrayList<Node>();
      else {
                    else {
   if (nodesType[i] == 2) {
      addLogicNode(boundsMatrix[i][0], boundsMatrix[i][1], boundsMatrix[i][2],
      boundsMatrix[i][3], signalMatrix[i][0]);
}
                                addEndNode(boundsMatrix[i][0], boundsMatrix[i][1], boundsMatrix[i][2], boundsMatrix[i][3]);
                    }
             }
       for (int i = 0; i < nodes.size(); i++) {
   if (nodes.get(i).getClass().getName().contains("BeginNode")) {</pre>
                   (nodes.get(i).getClass().getName().contains("BeginNode"))
int j = 0;
boolean found = false;
BeginNode node = (BeginNode) nodes.get(i);
while ((j < connectivityMatrix[i].length) && (!found)) {
   if (connectivityMatrix[i][j] == 1) {
      node.setChildNode(nodes.get(j));
      found = true;
}</pre>
                    if (nodes.get(i).getClass().getName().contains("OperatorNode")) {
                          int j = 0;
boolean foundChild = false;
                          OperatorNode node = (OperatorNode) nodes.get(i);
while ((j < connectivityMatrix[i].length) && (!foundChild)) {
    if (connectivityMatrix[j][i] > 0) {
        node.addParentNode(nodes.get(j));
}
                                 if (connectivityMatrix[i][j] == 1)
                                        node.setChildNode(nodes.get(j));
foundChild = true;
                                 j++;
                           if (nodes.get(i).getClass().getName().contains("LogicNode")) {
                                 int j = 0;
int foundChildren = 0;
                                 LogicNode node = (LogicNode) nodes.get(i);
while ((j < connectivityMatrix[i].length) && (foundChildren < 2)) {</pre>
                                       if (connectivityMatrix[j][i] > 0) {
   node.addParentNode(nodes.get(j));
                                        if (connectivityMatrix[i][j] == 1) {
  node.setYesChildNode(nodes.get(j));
                                               foundChildren++;
                                        if (connectivityMatrix[i][j] == 2) {
                                              node.setNoChildNode(nodes.get(j));
foundChildren++;
                                       j++;
```

```
else {
                                    EndNode node = (EndNode) nodes.get(i);
for (int j = 0; j < connectivityMatrix[i].length; j++) {
   if (connectivityMatrix[i][j] > 0) {
      node.addParentNode(nodes.get(j));
}
                                          }
   }
package gsa;
 * Created by IntelliJ IDEA.
 * User: Zak
* Date: 09.09.2010
* Time: 22:15:18
 * To change this template use File | Settings | File Templates.
public class IllegalNodeException extends Exception {
     private static String TEXT1 = "The ";
private static String TEXT2 = " node has already exist.";
private static String BEGIN_TEXT = "Begin";
private static String END_TEXT = "End";
      private String text;
      public IllegalNodeException(boolean beginNode) {
           if (beginNode) {
   text = TEXT1 + BEGIN_TEXT + TEXT2;
                  text = TEXT1 + END_TEXT + TEXT2;
     }
      @Override
     public String getMessage() {
          return text;
     }
package gsa;
import javax.swing.*;
import java.awt.*;
import java.awt.event.MouseEvent;
import java.awt.event.MouseListener;
import java.awt.event.MouseMotionAdapter;
import java.awt.font.FontRenderContext;
import java.awt.geom.Rectangle2D;
import java.util.LinkedList;
 \ensuremath{^{\star}} Created by IntelliJ IDEA.
   User: Zak
Date: 07.09.2010
    Time: 13:59:04
    To change this template use File | Settings | File Templates.
public class GSAPanel extends JPanel {
     private static Color DEFAULT_TEXT_COLOR = Color.BLACK;
private static Font DEFAULT_FONT = new Font("Sans Serif", Font.PLAIN, 14);
      private GSAModel model;
      private JFrame frame;
     private Node dragNode;
private int dragX;
private int dragY;
      private Node parentNodeToConnect;
     private boolean isParentNodeLogic;
private Point fromPoint;
      private Point toPoint;
      public GSAPanel(GSAModel model, JFrame frame) {
            super();
this.model = model;
            this.frame = frame;
setBackground(model.getBackgroundColor());
            addMouseListener(new GSAMouseListener(frame));
addMouseMotionListener(new GSAMouseMotionListener());
            dragNode = null;
           dragX = 0;
dragY = 0;
     public GSAModel getModel() {
    return model;
      public void setModel(GSAModel model) {
            this.model = model;
      protected void paintComponent(Graphics g) {
           super.paintComponent(g);
Graphics2D g2 = (Graphics2D) g;
g2.setColor(model.getNetColor());
```

```
for (int i = model.getNetInterval(); i < getWidth(); i += model.getNetInterval()) {
                     g2.drawLine(i, 0, i, getHeight());
              for (int i = model.getNetInterval(); i < getHeight(); i += model.getNetInterval()) {
                     g2.drawLine(0, i, getWidth(), i);
              for (Node e : model.getNodes()) {
                      if (e.getClass().getName().contains("BeginNode")) {
                            drawBeginNode((BeginNode) e, g2);
                     else {
                            if (e.getClass().getName().contains("OperatorNode")) {
   drawOperatorNode((OperatorNode) e, g2);
                                   if (e.getClass().getName().contains("LogicNode")) {
                                           drawLogicNode((LogicNode) e, g2);
                                   else {
                                          drawEndNode((EndNode) e, g2);
                                   }
                     }
              haveChildren = true;
                            }
                     if (haveChildren) {
if (e.getClass().getName().contains("BeginNode") || e.getClass().getName().contains("OperatorNode") ||
e.getClass().getName().contains("EndNode")) {
                                   Node child = children.getFirst();
drawArrowLine(new Point(e.getX() + e.getWidth() / 2, e.getY() + e.getHeight()),
new Point(child.getX() + child.getWidth() / 2, child.getY()), g2);
                                   if (e.getClass().getName().contains("LogicNode")) {
                                           if (noChild != null) {
                                                  drawArrowLine(new Point(e.getX() + e.getWidth(), e.getY() + e.getHeight() / 2), new Point(noChild.getX() + noChild.getWidth() / 2, noChild.getY()), g2);
                                  }
                            }
              if (fromPoint != null) {
                     drawArrowLine(fromPoint, toPoint, g2);
       private void drawArrowLine(Point p1, Point p2, Graphics2D g2) {
    g2.setColor(model.getLinesColor());
             private void drawOperatorNode(OperatorNode node, Graphics2D g2) {
    g2.setColor(node.getColor());
              g2.setColor(node.getColor());
g2.fillRect(node.getX(), node.getY(), node.getWidth(), node.getHeight());
g2.setColor(DEFAULT_TEXT_COLOR);
FontRenderContext context = g2.getFontRenderContext();
Rectangle2D bounds = DEFAULT_FONT.getStringBounds(node.getText(), context);
double x = node.getX() + (node.getWidth() - bounds.getWidth()) / 2;
double y = node.getY() + node.getHeight() - (node.getHeight() - bounds.getHeight());
g2.drawString(node.getText(), (int) x, (int) y);
g2.setColor(model.getExt(), (Int) y, (2.setColor());
g2.setColor(model.getLinesColor());
g2.fillRect(node.getX() + (node.getWidth() - GSAModel.DEFAULT_CONNECTORS_SIZE) / 2, node.getY() - GSAModel.DEFAULT_CONNECTORS_SIZE / 2,
GSAModel.DEFAULT_CONNECTORS_SIZE, GSAModel.DEFAULT_CONNECTORS_SIZE);
g2.fillRect(node.getX() + (node.getWidth() - GSAModel.DEFAULT_CONNECTORS_SIZE) / 2, node.getY() + node.getHeight() -
GSAModel.DEFAULT_CONNECTORS_SIZE / 2,
                            GSAModel.DEFAULT_CONNECTORS_SIZE, GSAModel.DEFAULT_CONNECTORS_SIZE);
       private void drawLogicNode(LogicNode node, Graphics2D g2) {
              Polygon shape = new Polygon();
shape.addPoint(node.getX(), (node.getY() + node.getHeight() / 2));
shape.addPoint((node.getX() + node.getWidth() / 2), node.getY());
shape.addPoint((node.getX() + node.getWidth()), (node.getY() + node.getHeight() / 2));
shape.addPoint((node.getX() + node.getWidth() / 2), (node.getY() + node.getHeight()));
              g2.setColor(node.getColor());
g2.fill(shape);
g2.setColor(DEFAULT_TEXT_COLOR);
             g2.setColor(DEFAULT_TEXT_COLOR);
FontRenderContext context = g2.getFontRenderContext();
Rectangle2D bounds = DEFAULT_FONT.getStringBounds(node.getText(), context);
double x = node.getX() + (node.getWidth() - bounds.getWidth()) / 2;
double y = node.getY() + node.getHeight() - (node.getHeight() - bounds.getHeight());
g2.drawString(node.getText(), (int) x, (int) y);
x = node.getX() + 5;
y = node.getY() + node.getHeight();
              y = node.get() + node.getnerget(), g2.drawString(LogicNode.YES_TEXT, (int) x, (int) y); bounds = DEFAULT_FONT.getStringBounds(LogicNode.NO_TEXT, context); x = node.getX() + node.getWidth() - bounds.getWidth() - 5;
```

```
g2.drawString(LogicNode.NO_TEXT, (int) x, (int) y);
g2.setColor(model.getLinesColor());
g2.fillRect(node.getX() + (node.getWidth() - GSAModel.DEFAULT_CONNECTORS_SIZE) / 2, node.getY() - GSAModel.DEFAULT_CONNECTORS_SIZE / 2,
GSAModel.DEFAULT_CONNECTORS_SIZE, GSAModel.DEFAULT_CONNECTORS_SIZE);
g2.fillRect(node.getX() - GSAModel.DEFAULT_CONNECTORS_SIZE / 2, node.getY() + (node.getHeight() - GSAModel.DEFAULT_CONNECTORS_SIZE) / 2,
GSAModel.DEFAULT_CONNECTORS_SIZE, GSAModel.DEFAULT_CONNECTORS_SIZE);
g2.fillRect(node.getX() - GSAModel.DEFAULT_CONNECTORS_SIZE / 2 + node.getWidth(), node.getY() + (node.getHeight() -
GSAModel.DEFAULT_CONNECTORS_SIZE) / 2,
GSAModel.DEFAULT_CONNECTORS_SIZE / GSAModel.DEFAULT_CONNECTORS_SIZE).
               g2.setColor(model.getLinesColor());
                             GSAModel.DEFAULT CONNECTORS SIZE, GSAModel.DEFAULT CONNECTORS SIZE);
       private void drawBeginNode(BeginNode node, Graphics2D g2) {
    g2.setColor(node.getColor());
    g2.fillOval(node.getX(), node.getY(), node.getHeight(), node.getHeight());
    g2.fillOval(node.getX() + node.getWidth() - node.getHeight(), node.getY(), node.getHeight(), node.getHeight());
    g2.fillRect(node.getX() + node.getHeight() / 2, node.getY(), node.getWidth() - node.getHeight());
              g2.fillRect(node.getX() + node.getHeight() / 2, node.getY(), node.getWidth() - node.g
g2.setColor(DEFAULT_TEXT_COLOR);
FontRenderContext context = g2.getFontRenderContext();
Rectangle2D bounds = DEFAULT_FONT.getStringBounds(node.getText(), context);
double x = node.getX() + (node.getWidth() - bounds.getWidth()) / 2;
double y = node.getY() + node.getHeight() - (node.getHeight() - bounds.getHeight());
g2.drawString(node.getText(), (int) x, (int) y);
g2.setColor(model.getLinesColor());
g2.fillRect(node.getX() + (node.getWidth() - GSAModel.DEFAULT_CONNECTORS_SIZE) / 2, node.getY() + node.getHeight() - GSAModel.DEFAULT_CONNECTORS_SIZE / 2,

GSAModel.DEFAULT_CONNECTORS_SIZE, GSAModel.DEFAULT_CONNECTORS_SIZE);
        private void drawEndNode(EndNode node, Graphics2D g2) {
              g2.setColor(node.getColor());
              g2.setColor(node.getColor()),
g2.fillOval(node.getX(), node.getY(), node.getHeight()),
g2.fillOval(node.getX() + node.getWidth() - node.getHeight(), node.getY(), node.getHeight()),
g2.fillRect(node.getX() + node.getHeight() / 2, node.getY(), node.getWidth() - node.getHeight()),
g2.fillRect(node.getX() + node.getHeight() / 2, node.getY(), node.getWidth() - node.getHeight());
              g2.fillRect(node.getX() + node.getHeight() / 2, node.getY(), node.getWidth() - node.g
g2.setColor(DEFAULT_TEXT_COLOR);
FontRenderContext context = g2.getFontRenderContext();
Rectangle2D bounds = DEFAULT_FONT.getStringBounds(node.getText(), context);
double x = node.getX() + (node.getWidth() - bounds.getWidth()) / 2;
double y = node.getY() + node.getHeight() - (node.getHeight() - bounds.getHeight());
g2.drawString(node.getText(), (int) x, (int) y);
g2.setColor(model.getLinesColor());
               private class GSAMouseListener implements MouseListener {
              private JFrame frame;
              public GSAMouseListener(JFrame frame) {
                      super();
                      this.frame = frame;
              public void mouseClicked(MouseEvent e) {
                      if ((e.getButton() == MouseEvent.BUTTON1) && (e.getClickCount() == 1)) {
   if (!model.isInNode(e.getX(), e.getY())) {
      if (model.getActionType() == 1) {
                                            try {
                                                   wodel.addBeginNode(e.getX(), e.getY(), GSAModel.DEFAULT NODE WIDTH, GSAModel.DEFAULT NODE HEIGHT);
                                            } catch (IllegalNodeException e1) {
                                                   JOptionPane.showMessageDialog(frame, "Error! There is already one Begin node.", "Error", JOptionPane.ERROR_MESSAGE);
                                    } else {
                                                                         JOptionPane.showMessageDialog(frame, "Error! Incorrect number of signal.", "Error", JOptionPane.ERROR MESSAGE);
                                                           model.addOperatorNode(e.getX(), e.getY(), GSAModel.DEFAULT_NODE_WIDTH, GSAModel.DEFAULT_NODE_HEIGHT,
signalNumbers);
                                                           repaint();
                                                          JOptionPane.showMessageDialog(frame, "Error! The node must contain at least one signal.",
                                                                          "Error", JOptionPane.ERROR_MESSAGE);
                                                          (model.getActionType() == 3) {
   String signalNumberString = JOptionPane.showInputDialog(frame, "Please, enter the number of signal:",
        "Input", JOptionPane.INFORMATION_MESSAGE);
int signalNumber = Integer.valueOf(signalNumberString);
if (signalNumber > 0) {
        model.addLogicNode(e.getX(), e.getY(), GSAModel.DEFAULT_NODE_WIDTH, GSAModel.DEFAULT_NODE_HEIGHT,
signalNumber):
                                                                  repaint();
                                                          } else {
                                                                  JOptionPane.showMessageDialog(frame, "Error! Incorrect number of signal.", "Error", JOptionPane.ERROR MESSAGE);
                                                           if (model.getActionType() == 4) {
                                                                  try {
                                                                        model.addEndNode(e.qetX(), e.qetY(), GSAModel.DEFAULT NODE WIDTH, GSAModel.DEFAULT NODE HEIGHT);
                                                                  repaint();
} catch (IllegalNodeException e1)
                                                                         JOptionPane.showMessageDialog(frame, "Error! There is already one End node.",
```

```
}
                                          "Error", JOptionPane.ERROR_MESSAGE);
} else {
      if (model.getActionType() == 5) {
          model.removeNode(model.getInNode(e.getX(), e.getY()));
                repaint();
if (n.getClass().getName().contains("BeginNode")) {
   BeginNode bNode = (BeginNode) n;
   bNode.removeChildNode();
                     else
                          if (n.getClass().getName().contains("OperatorNode")) {
   OperatorNode oNode = (OperatorNode) n;
   oNode.removeChildNode();
                          else {
                               if (n.getClass().getName().contains("LogicNode")) {
                                    LogicNode lNode = (LogicNode) n;
if (lNode.getChildren().getFirst() == node) {
  lNode.removeYesChildNode();
                                     else {
                                          lNode.removeNoChildNode():
                               }
                         }
                if (node.getClass().getName().contains("OperatorNode")) {
                     OperatorNode oNode = (OperatorNode) node;
oNode.removeParentNodes();
                else {
                     if (node.getClass().getName().contains("LogicNode")) {
   LogicNode lNode = (LogicNode) node;
                          lNode.removeParentNodes();
                     } else {
    if (node.getClass().getName().contains("EndNode")) {
        EndNode eNode = (EndNode) node;
        eNode.removeParentNodes();
        ...
                repaint();
           node = model.getNotLogicNodeInExit(e.getX(), e.getY());
          Node child = node.getChildren().getFirst();
if (child.getClass().getName().contains("OperatorNode")) {
    OperatorNode oNode = (OperatorNode) child;
    oNode.removeParentNode(node);
                     else {
                          if (child.getClass().getName().contains("LogicNode")) {
                               LogicNode lNode = (LogicNode) child;
lNode.removeParentNode(node);
                          else
                               if (child.getClass().getName().contains("EndNode")) {
                                    EndNode eNode = (EndNode) child;
eNode.removeParentNode(node);
                     if (node.getClass().getName().contains("BeginNode")) {
   BeginNode bNode = (BeginNode) node;
   bNode.removeChildNode();
                     else {
                          if (node.getClass().getName().contains("OperatorNode")) {
   OperatorNode eNode = (OperatorNode) node;
   eNode.removeChildNode();
                     repaint();
                node = model.getLogicNodeInExit(e.getX(), e.getY());
                if (node != null) {
   int result = JOptionPane.showConfirmDialog(frame, "Are you sure to delete this connection?",
                     "Confirm", JOptionPane.YES_NO_OPTION, JOptionPane.WARNING_MESSAGE);
if (result == JOptionPane.YES_OPTION) {
   LogicNode lNode = (LogicNode) node;
                          Node child;
                          if (model.isYesNoExit()) {
```

```
child = lNode.getChildren().getFirst();
                                             else (
                                                   child = lNode.getChildren().getLast();
                                              if (child.getClass().getName().contains("OperatorNode")) {
                                                    OperatorNode oChild = (OperatorNode) child;
oChild.removeParentNode(node);
                                             LogicNode lChild = (LogicNode) child; lChild.removeParentNode(node);
                                                          if (child.getClass().getName().contains("EndNode")) {
   EndNode eChild = (EndNode) child;
   eChild.removeParentNode(node);
                                             if (model.isYesNoExit()) {
    lNode.removeYesChildNode();
                                             else
                                                    1Node.removeNoChildNode():
                                       repaint();
                               }
                       }
                  }
             if ((e.getButton() == MouseEvent.BUTTON1) && (e.getClickCount() == 2) && (model.getActionType() == 0)) {
   if (model.isInNode(e.getX(), e.getY())) {
                         model.Isinade(e.getX(), e.getY())
Node node = model.getInNode(e.getX(), e.getY());
if (node.getClass().getName().contains("OperatorNode")) {
                                OperatorNode oNode = (OperatorNode) node;
int[] oldSignals = oNode.getSignals();
String signalCountString = JOptionPane.showInputDialog(frame, "Please, enter the number of signals:",
                                String signalCountString = JOptionPane.showInputDialor
    String.valueOf(oldSignals.length));
int signalCount = Integer.valueOf(signalCountString);
if (signalCount > 0) {
    int[] newSignals = new int[signalCount];
    for (int i = 0; i < signalCount; i++) {
        int initialValue = 1;
        if (i < oldSignals.length) {
            initialValue = oldSignals[i];
        }
}</pre>
                                             String signalNumberString = JOptionPane.showInputDialog(frame, "Please, enter the number of signal:", String.valueOf(initialValue));
                                             int signalNumber = Integer.valueOf(signalNumberString);
if (signalNumber > 0) {
   newSignals[i] = signalNumber;
                                             } else {
   if (i < oldSignals.length) +
                                                          newSignals[i] = oldSignals[i];
                                                    else {
                                                          newSignals[i] = 1;
                                                   JOptionPane.showMessageDialog(frame, "Error! Incorrect number of signal.", "Error", JOptionPane.ERROR_MESSAGE);
                                            }
                                       oNode.setSignals(newSignals);
                                       repaint();
                                } else {
                                       JOptionPane.showMessageDialog(frame, "Error! The node must contain at least one signal.", "Error", JOptionPane.ERROR_MESSAGE);
                                repaint();
                                             JOptionPane.showMessageDialog(frame, "Error! Incorrect number of signal.",
                                                           "Error", JOptionPane.ERROR_MESSAGE);
          }
     }
public void mousePressed(MouseEvent e) {
   if ((e.getButton() == MouseEvent.BUTTON1) && (model.getActionType() == 0) && (model.isInNode(e.getX(), e.getY()))) {
        dragNode = model.getInNode(e.getX(), e.getY());
        dragX = e.getX();
        dragY = e.getY();
}
             if ((e.getButton() == MouseEvent.BUTTON1) && (model.getActionType() == 6)) {
  Node node = model.getNotLogicNodeInExit(e.getX(), e.getY());
  if ((node != null) && (node.getChildren().getFirst() == null)) {
                         parentNodeToConnect = node;
isParentNodeLogic = false;
fromPoint = new Point(e.getX(), e.getY());
                   else {
```

```
node = model.getLogicNodeInExit(e.getX(), e.getY());
if ((node != null) && (((model.isYesNoExit()) && (node.getChildren().getFirst() == null)) || ((!model.isYesNoExit()) && (node.getChildren().getFirst() == null)) || ((!model.isYesNoExit()) && (node.getChildren().getFirst() == null)) || parentNodeToConnect = node;
                                                    isParentNodeLogic = true;
fromPoint = new Point(e.getX(), e.getY());
                                            }
                                 }
                           }
                    }
              }
              public void mouseReleased(MouseEvent e) {
                     if ((dragNode != null) && (model.getActionType() == 0)) {
    dragNode = null;
                              if ((parentNodeToConnect != null) && (model.getActionType() == 6)) {
                                    ((parentNodeToConnect := null) %w (mode1.getActIonType() == 6)
Node node = mode1.getNodeInEntrance(e.getX(), e.getY());
if (node != null) {
    if (node.getClass().getName().contains("OperatorNode")) {
        OperatorNode oNode = (OperatorNode) node;
        oNode.addParentNode(parentNodeToConnect);
}
                                                     if (node.getClass().getName().contains("LogicNode")) {
  LogicNode lNode = (LogicNode) node;
  lNode.addParentNode(parentNodeToConnect);
                                                    else {
    if (node.getClass().getName().contains("EndNode")) {
        EndNode eNode = (EndNode) node;
        eNode.addParentNode(parentNodeToConnect);
}
                                             }
if (isParentNodeLogic) {
   LogicNode lNode = (LogicNode) parentNodeToConnect;
   if (model.isYesNoExit()) {
        lNode.setYesChildNode(node);
    }
}
                                                     else {
                                                            lNode.setNoChildNode(node);
                                                    if (parentNodeToConnect.getClass().getName().contains("BeginNode")) {
    BeginNode bNode = (BeginNode) parentNodeToConnect;
    bNode.setChildNode(node);
                                                            if (parentNodeToConnect.getClass().getName().contains("OperatorNode")) {
   OperatorNode oNode = (OperatorNode) parentNodeToConnect;
   oNode.setChildNode(node);
                                                   }
                                            }
                              parentNodeToConnect = null;
isParentNodeLogic = false;
                             fromPoint = null;
toPoint = null;
repaint();
              }
              public void mouseEntered(MouseEvent e) {}
              public void mouseExited(MouseEvent e) {}
       private class GSAMouseMotionListener extends MouseMotionAdapter {
               @Override
              @Override
public void mouseDragged(MouseEvent e) {
  if ((dragNode != null) && (model.getActionType() == 0)) {
    dragNode.setX(dragNode.getX() + (e.getX() - dragX));
    dragNode.setY(dragNode.getY() + (e.getY() - dragY));
}
                              dragX = e.getX();
dragY = e.getY();
                              repaint();
                      else {
                              if ((parentNodeToConnect != null) && (model.getActionType() == 6)) {
   toPoint = new Point(e.getX(), e.getY());
   repaint();
                     }
              }
       }
package gsa;
import javax.swing.filechooser.FileFilter;
 * Created by IntelliJ IDEA.
* User: Zak
* Date: 13.09.2010
     Time: 18:59:48
 ^{\star} To change this template use File \mid Settings \mid File Templates.
```

public class GSAFileFilter extends FileFilter {

```
public static String GSA_EXTENSION = ".gsa";
      private static String GSA_DESCRIPTION = "GSA File";
      public boolean accept(File pathname) {
             return (pathname.getName().toLowerCase().endsWith(GSA_EXTENSION) || pathname.isDirectory());
      public String getDescription() {
   return GSA DESCRIPTION;
package face;
import gsa.GSAFileFilter;
import gsa.GSAModel;
import gsa.GSAPanel;
import gsa.IllegalNodeException;
import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.WindowAdapter;
import java.awt.event.WindowEvent;
import java.io.*;
import java.util.Scanner;
 * Created by IntelliJ IDEA.

* User: Zak

* Date: 12.09.2010

* Time: 1:57:43
  * To change this template use File | Settings | File Templates.
public class MainFrame extends JFrame {
      private JMenuBar menuBar;
      private JToolBar toolBar;
private GSAPanel gsaPanel;
      private JLabel statusLabel;
private JFileChooser chooser;
      private NewAction newAction;
      private OpenAction openAction;
private SaveAction saveAction;
private SaveAsAction saveAsAction;
      private CloseAction closeAction;
private ExitAction exitAction;
      private AboutAction aboutAction;
      private File openedFile;
      public MainFrame(Rectangle bounds) {
             super();
setBounds(bounds);
             setTitle("Computer-aided Designing of Computer Systems");
            setItite( computer action (JFrame.EXIT_ON_CLOSE);
newAction = new NewAction(this);
openAction = new OpenAction(this);
saveAction = new SaveAction(this);
             saveAsAction = new SaveAsAction(this);
closeAction = new CloseAction(this);
exitAction = new ExitAction(this);
             aboutAction = new AboutAction(this);
             addWindowListener(new WindowHandler(exitAction));
             addwindowistener(new windowstandler(exitaction menuBar = new JMenuBar();
JMenu fileMenu = new JMenu("File");
JMenu helpMenu = new JMenu("Help");
JMenuItem tempItem = new JMenuItem(newAction);
tempItem.setText("New");
             fileMenu.add(tempItem);
tempItem = new JMenuItem(openAction);
             tempItem.setText("Open...");
             fileMenu.add(tempItem);
             tempItem = new JMenuItem(saveAction);
              tempItem.setText("Save");
             fileMenu.add(tempItem);
             tempItem = new JMenuItem(saveAsAction);
tempItem.setText("Save As...");
             tempItem = new JMenuItem(closeAction);
tempItem.setText("Close");
             fileMenu.add(tempItem);
             fileMenu.addSeparator();
tempItem = new JMenuItem(exitAction);
tempItem.setText("Exit");
             fileMenu.add(tempItem);
tempItem = new JMenuItem(aboutAction);
tempItem.setText("About...");
             helpMenu.add(tempItem);
menuBar.add(fileMenu);
             menuBar.add(helpMenu);
setJMenuBar(menuBar);
             setLayout(new BorderLayout());
toolBar = new JToolBar(JToolBar.VERTICAL);
             toolBar.setFloatable(false);
             toolBar.setrIoatable(raise);
toolBar.setRollover(true);
JButton tempButton = toolBar.add(new AbstractAction() {
   public void actionPerformed(ActionEvent e) {
      gsaPanel.getModel().setActionType(0);
      statusLabel.setText(" ");
                   }
             tempButton.setIcon(new ImageIcon("img/no_action.png"));
tempButton.setToolTipText("No action");
             toolBar.addSeparator();
```

```
tempButton = toolBar.add(new AbstractAction() {
             public void actionPerformed(ActionEvent e) {
                    gsaPanel.getModel().setActionType(1);
statusLabel.setText("Adding Begin Node");
      tempButton.setIcon(new ImageIcon("img/begin_node.png"));
tempButton.setToolTipText("Begin Node");
tempButton = toolBar.add(new AbstractAction() {
             public void actionPerformed(ActionEvent e) {
    gsaPanel.getModel().setActionType(2);
    statusLabel.setText("Adding Operator Node");
       });
        tempButton.setIcon(new ImageIcon("img/operator_node.png"));
       tempButton.setToolTipText("Operator Node");
tempButton = toolBar.add(new AbstractAction() {
   public void actionPerformed(ActionEvent e) {
                    gsaPanel.getModel().setActionType(3);
statusLabel.setText("Adding Logic Node");
       });
       tempButton.setIcon(new ImageIcon("img/logic_node.png"));
       tempButton.setToolTipText("Logic Node");
tempButton = toolBar.add(new AbstractAction() {
             public void actionPerformed(ActionEvent e) {
    gsaPanel.getModel().setActionType(4);
    statusLabel.setText("Adding End Node");
             }
       });
       tempButton.setIcon(new ImageIcon("img/end node.png"));
       tempButton.setToolTipText("End Node");
tempButton = toolBar.add(new AbstractAction() {
             public void actionPerformed(ActionEvent e) {
    gsaPanel.getModel().setActionType(6);
    statusLabel.setText("Connecting nodes");
       });
       tempButton.setIcon(new ImageIcon("img/line.png"));
tempButton.setToolTipText("Connect nodes");
      tempButton.setToolTipText("Connect nodes");
toolBar.addSeparator();
tempButton = toolBar.add(new AbstractAction() {
   public void actionPerformed(ActionEvent e)
        gsaPanel.getModel().setActionType(5);
        statusLabel.setText("Deleting");
       });
       tempButton.setIcon(new ImageIcon("img/delete_node.png"));
tempButton.setToolTipText("Delete");
      tempButton.setroOrTiprex('Delete');
add(toolBar, BorderLayout.WEST);
statusLabel = new JLabel(" ");
add(statusLabel, BorderLayout.SOUTH);
gsaPanel = new GSAPanel(new GSAModel(), this);
add(new JScrollPane(gsaPanel));
       chooser = new JFileChooser();
chooser.setCurrentDirectory(new File("."));
       chooser.addChoosableFileFilter(new GSAFileFilter());
chooser.setMultiSelectionEnabled(false);
      openedFile = null;
private class NewAction extends AbstractAction {
      private MainFrame frame;
      public NewAction (MainFrame frame) {
              super();
             this.frame = frame;
      public void actionPerformed(ActionEvent e) {
              if (gsaPanel.getModel().isChanged())
                     closeAction.actionPerformed(e);
              gsaPanel.setModel(new GSAModel());
              gsaPanel.setVisible(true);
statusLabel.setText(" ");
             frame.repaint();
private class OpenAction extends AbstractAction {
      private MainFrame frame:
      public OpenAction(MainFrame frame) {
              this.frame = frame;
      public void actionPerformed(ActionEvent e) {
             int result = chooser.showOpenDialog(frame);
if (result == JFileChooser.APPROVE_OPTION) {
                     try {
                            conner input = new Scanner(new BufferedReader(new FileReader(chooser.getSelectedFile())));
                           int n = input.nextInt();
int[] nodesTypeMatrix = new int[n];
int[][] boundsMatrix = new int[n][];
for (int i = 0; i < boundsMatrix.length; i++) {
    boundsMatrix[i] = new int[4];</pre>
                             int[][] connectivityMatrix = new int[n][];
                            for (int i = 0; i < connectivityMatrix.length; i++) {
                                  connectivityMatrix[i] = new int[n];
                            int[][] signalMatrix = new int[n][];
for (int i = 0; i < nodesTypeMatrix.length; i++) {
    nodesTypeMatrix[i] = input.nextInt();</pre>
```

```
for (int i = 0; i < boundsMatrix.length; i++) {
                                   for (int j = 0; j < boundsMatrix[i].length; j++) {
   boundsMatrix[i][j] = input.nextInt();</pre>
                            for (int i = 0; i < connectivityMatrix.length; i++) {
   for (int j = 0; j < connectivityMatrix[i].length; j++) {
      connectivityMatrix[i][j] = input.nextInt();
}</pre>
                            for (int i = 0; i < signalMatrix.length; i++) {
    signalMatrix[i] = new int[input.nextInt()];</pre>
                            for (int i = 0; i < signalMatrix.length; i++) {
   for (int j = 0; j < signalMatrix[i].length; j++) {
      signalMatrix[i][j] = input.nextInt();
}</pre>
                            try {
                                   gsaPanel.setVisible(true);
openedFile = chooser.getSelectedFile();
                                   input.close();
statusLabel.setText(" ");
                            frame.repaint();
} catch (IllegalNodeException e1) {
   JOptionPane.showMessageDialog(frame, "Error! Incorrect GSA.",
                                                  "Error", JOptionPane.ERROR_MESSAGE);
                     }
       }
private class SaveAction extends AbstractAction {
       private MainFrame frame;
       public SaveAction(MainFrame frame) {
              super():
              this.frame = frame;
       public void actionPerformed(ActionEvent e) {
              if (openedFile == null) {
    saveAsAction.actionPerformed(e);
                     openedFile.delete();
                     try {
                            PrintWriter output = new PrintWriter(new FileWriter(openedFile));
                           int[] nodesTypeMatrix = gsaPanel.getModel().getNodesType();
int[][] boundsMatrix = gsaPanel.getModel().getBoundsMatrix();
int[][] connectivityMatrix = gsaPanel.getModel().getConnectionMatrix();
int[][] signalMatrix = gsaPanel.getModel().getSignalMatrix();
output.println(nodesTypeMatrix.length);
                            output.println(nodesTypeMatrix.length);
output.println();
for (int i = 0; i < nodesTypeMatrix.length; i++) {
    output.print(nodesTypeMatrix[i]);
    output.print(" ");
}</pre>
                            foutput.println();
for (int i = 0; i < boundsMatrix.length; i++) {</pre>
                                   f(Int I = 0, I < boundsMatrix.length; 1++) {
  output.println();
  for (int j = 0; j < boundsMatrix[i].length; j++) {
    output.print(boundsMatrix[i][j]);
    output.print(" ");
}</pre>
                            output.println();
                            output.print(),
for (int i = 0; i < connectivityMatrix.length; i++) {
    output.println();
    for (int j = 0; j < connectivityMatrix[i].length; j++) {
        output.print(connectivityMatrix[i][j]);
        output.print(" ");
}</pre>
                            output.print("\n\n");
for (int i = 0; i < signalMatrix.length; i++) {
    output.print(signalMatrix[i].length);
    output.print(" ");
}</pre>
                            output.println();
for (int i = 0; i < signalMatrix.length; i++) {</pre>
                                   (Int I = 0, I < Signal Matrix [elliptin, I++) {
   output.println();
   for (int j = 0; j < signal Matrix [i].length; j++) {
      output.print(signal Matrix [i] [j]);
      output.print(" ");</pre>
                            output.close();
                     }
private class SaveAsAction extends AbstractAction {
```

private MainFrame frame;

```
public SaveAsAction(MainFrame frame) {
            this.frame = frame;
      public void actionPerformed(ActionEvent e) {
            int result = chooser.showSaveDialog(frame);
if (result == JFileChooser.APPROVE_OPTION) {
                  try {
    if (!chooser.getSelectedFile().getName().endsWith(GSAFileFilter.GSA_EXTENSION)) {
        chooser.setSelectedFile(new File(chooser.getSelectedFile().getAbsolutePath() + GSAFileFilter.GSA_EXTENSION));
}
                        PrintWriter output = new PrintWriter(new FileWriter(chooser.getSelectedFile()));
                        int[] nodesTypeMatrix = gsaPanel.getModel().getNodesType();
int[][] boundsMatrix = gsaPanel.getModel().getBoundsMatrix();
int[][] connectivityMatrix = gsaPanel.getModel().getConnectionMatrix();
int[][] signalMatrix = gsaPanel.getModel().getSignalMatrix();
                        output.println(nodesTypeMatrix.length);
                        output.println(nodesTypeMatrix.length);
output.println();
for (int i = 0; i < nodesTypeMatrix.length; i++) {
    output.print(nodesTypeMatrix[i]);
    output.print(" ");</pre>
                        output.println();
                        output.println();
for (int i = 0; i < boundsMatrix.length; i++) {
   output.println();
   for (int j = 0; j < boundsMatrix[i].length; j++) {
      output.print(boundsMatrix[i][j]);
      output.print(" ");</pre>
                        output.println();
                        output.println();
for (int i = 0; i < connectivityMatrix.length; i++) {
   output.println();
   for (int j = 0; j < connectivityMatrix[i].length; j++) {
      output.print(connectivityMatrix[i][j]);
      output.print(" ");
}</pre>
                              }
                        for (int i = 0; i < signalMatrix.length; i++) {
   output.print(signalMatrix[i].length);
   output.print(" ");</pre>
                        output.println();
                        for (int i = 0; i < signalMatrix.length; i++) {
                              (Int I = 0; I < signalMatrix.length; I++) {
  output.println();
  for (int j = 0; j < signalMatrix[i].length; j++) {
    output.print(signalMatrix[i][j]);
    output.print(" ");</pre>
                              }
                        openedFile = chooser.getSelectedFile();
                        output.close();
gsaPanel.getModel().setChanged(false);
                  }
      }
private class CloseAction extends AbstractAction {
      private MainFrame frame;
      public CloseAction(MainFrame frame) {
            super();
            this.frame = frame;
      public void actionPerformed(ActionEvent e) {
           return;
                  else {
                        if (result == JOptionPane.YES_OPTION) {
                              saveAction.actionPerformed(e):
            gsaPanel.setVisible(false):
            frame.remove(gsaPanel);
            openedFile = null;
statusLabel.setText(" ");
frame.repaint();
private class ExitAction extends AbstractAction {
      private MainFrame frame;
      public ExitAction(MainFrame frame) {
           super();
            this.frame = frame;
      public void actionPerformed(ActionEvent e) {
           if (gsaPanel.getModel().isChanged()) {
```

```
closeAction.actionPerformed(e);
              System.exit(0);
    private class AboutAction extends AbstractAction {
         private MainFrame frame;
         public AboutAction(MainFrame frame) {
              this.frame = frame;
         private class WindowHandler extends WindowAdapter {
                       private ExitAction exitAction;
                       public WindowHandler(ExitAction exitAction) {
                                  this.exitAction = exitAction;
                       public void windowClosing(final WindowEvent e) {
              final ActionEvent e2 = new ActionEvent(this, EXIT_ON_CLOSE, "close"); exitAction.actionPerformed(e2);
              super.windowClosing(e);
import face.MainFrame;
import javax.swing.*;
import java.awt.*;
* Created by IntelliJ IDEA.

* User: Zak
   User: Zak
Date: 12.09.2010
   Time: 1:56:55
  To change this template use File | Settings | File Templates.
public class Program {
    private static int MIN_WIDTH = 800;
private static int MIN_HEIGHT = 600;
    private static Rectangle getDefaultBounds() {
   Toolkit kit = Toolkit.getDefaultToolkit();
   Dimension screenSize = kit.getScreenSize();
   int width = (int) (screenSize.getWidth() / 10 * 8);
   if (width < MIN_WIDTH) {</pre>
         int height = (int) (screenSize.getHeight() / 10 * 8);
         if (height < MIN_HEIGHT) {
    height = MIN_HEIGHT;</pre>
         return new Rectangle(((int) screenSize.getWidth() - width) / 2, ((int) screenSize.getHeight() - height) / 2,
    public static void main(String[] args) {
         SwingUtilities.invokeLater(new Runnable() {
   public void run() {
                  MainFrame frame = new MainFrame(getDefaultBounds());
                   frame.setMinimumSize(new Dimension(MIN_WIDTH, MIN_HEIGHT));
                   frame.setVisible(true);
         });
    }
```

Висновки

При виконанні даної лабораторної роботи мною було побудовано редактор графічних блок-схем алгоритмів (ГСА). Я розробив інтерфейс користувача даної програми та його функціональне наповнення та засоби перетворення форматів зберігання даних. Створені за допомогою даного редактора блок-схеми при збереженні перетворюються в матричну форму і в текстовому виді записуються у файл. Дана програма була написана на мові програмування Java. Інтерфейс користувача реалізований за допомогою пакету Swing.