NAME

GUI

DESCRIPTION

Module for a GUI that displays the calculated routes for several test-cases.

CLASSES

builtins.object

GUI

class GUI(builtins.object)

| Methods defined here:

|

| __init__(self, title, geo, routes)

| :param title: title for the GUI

| :param geo: size of the GUI

| :param routes: all the routes that will be displayed

| :type title: basestring

| :type geo: basestring

| :type routes: dict containing instances of Route

|

| addButtons(self, frame, func)

| :param frame: frame for which the buttons are being added

| :param func: function that will be assigned to the buttons

| :type frame: tkinter.Frame

| :type func: function

| :return: void. Function simply adds buttons to the Frame

|

| calculateCoordinates(self, x, y)

| :param x: x-coordinate

| :param y: y-coordinate

| :type x: float/integer

| :type y: float/integer

| :return: newly calculated x and y coordinates

| :rtype: float/integer

|

| connections(self, canvas, route)

| :param canvas: canvas that's being drawn on

| :param route: Route that contains all the Cities and therefore also contains the connections

| :type canvas: tkinter.Canvas

| :type route: Route

| :return: void. Function will call 'drawConnections' to actually draw the connections

|

| drawConnections(self, canvas, city, neighbors, color)

| :param canvas: canvas that's being drawn on

| :param city: current city for which the connections are being drawn for

| :param neighbors: the neighbors of the current city

| :param color: color of the lines

| :type canvas: tkinter.Canvas

| :type city: City

| :type neighbors: list containing instances of City

| :type color: basestring

| :return: void. Function will draw lines on the canvas that represent the connections between each city and it's neighbors

|

| drawRoute(self, canvas, route)

| :param canvas: canvas that will be drawn on

| :param route: Route that will be drawn onto the canvas

| :type canvas: tkinter.Canvas

| :type route: Route

| :return: void. Functio draws the Route onto the canvas

|

| home(self)
| This function draws the home-screen on the GUI
| :return: void
|
| makeCircle(self, canvas, x, y)
| :param canvas: canvas that's being drawn on
| :param x: x-coordinate for the circle
| :param y: y-coordinate for the circle
| :type x: integer/float
| :type y: integer/float
| :type canvas: tkinter.Canvas
| :return: circle
| :rtype: canvas.create_oval
|
| mapFrame(self, route, frame=None, result=False)
|
| moveBack(self, currFrame)
| :param currFrame: current Frame from which is beig moved back from
| :type currFrame: tkinter.Frame
| :return: void. Function makes the currFrame dissappear and lets the homeFrame appear
|
| --
| Data descriptors defined here:
|
| __dict__
| dictionary for instance variables (if defined)
|
| __weakref__
| list of weak references to the object (if defined)

DATA

ACTIVE = 'active'

ALL = 'all'

ANCHOR = 'anchor'

ARC = 'arc'

BASELINE = 'baseline'

BEVEL = 'bevel'

BOTH = 'both'

BOTTOM = 'bottom'

BROWSE = 'browse'

BUTT = 'butt'

CASCADE = 'cascade'

CENTER = 'center'

CHAR = 'char'

CHECKBUTTON = 'checkbutton'

CHORD = 'chord'

COMMAND = 'command'

CURRENT = 'current'

DISABLED = 'disabled'

DOTBOX = 'dotbox'

E = 'e'

END = 'end'

EW = 'ew'

EXCEPTION = 8

EXTENDED = 'extended'

FALSE = 0

FIRST = 'first'

FLAT = 'flat'

GROOVE = 'groove'

HIDDEN = 'hidden'

HORIZONTAL = 'horizontal'

INSERT = 'insert'

INSIDE = 'inside'

LAST = 'last'

LEFT = 'left'

MITER = 'miter'

MOVETO = 'moveto'

MULTIPLE = 'multiple'

N = 'n'

NE = 'ne'

NO = 0

NONE = 'none'

NORMAL = 'normal'

NS = 'ns'

NSEW = 'nsew'

NUMERIC = 'numeric'

NW = 'nw'

OFF = 0

ON = 1

OUTSIDE = 'outside'

PAGES = 'pages'

PIESLICE = 'pieslice'

PROJECTING = 'projecting'

RADIOBUTTON = 'radiobutton'

RAISED = 'raised'

READABLE = 2

RIDGE = 'ridge'

RIGHT = 'right'

ROUND = 'round'

S = 's'

SCROLL = 'scroll'

SE = 'se'

SEL = 'sel'

SEL_FIRST = 'sel.first'

SEL_LAST = 'sel.last'

SEPARATOR = 'separator'

SINGLE = 'single'

SOLID = 'solid'

SUNKEN = 'sunken'

SW = 'sw'

TOP = 'top'

TRUE = 1

TclVersion = 8.6

TkVersion = 8.6

UNDERLINE = 'underline'

UNITS = 'units'

VERTICAL = 'vertical'

W = 'w'

WORD = 'word'

WRITABLE = 4

X = 'x'

Y = 'y'

YES = 1

wantobjects = 1