Individual Reflection:

@Author Christina He (cooperate with Chloe Hou(cs212a-bg))

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We encountered some mathematics problem in this assignment. We cannot understand the equation to calculate where should be the center after you zoom in or zoom out. Since we begin drawing at the left up corner every time, we should move the offset point at a distance of the difference between the center of the original map and the center of the map that has been enlarged or contracted. That’s what we came up with, but the equation we got didn’t work. After the explanation of others I can understand the meaning of the equation given by professor. It calculates the place of the unchanged grid in MapGrid array. But I just confused why the way we do it didn’t work. Also, I’m confused about the difference between JApplet and GUI.

Otherwise, this work helps me understanding the ActionListener class, events, events handlers, and how to add ActionListener and MouseListener to a JPanel or JButton. Especially the MouseListener class, it is a subclass of MouseAdapter, not a class with ActionListener interface. And it has 5 empty methods that we can manipulate: mouseClicked(), mousePressed(), mouseReleased(), mouseEntered(), mouseExited(), mouseMoved(), mouseDragged(). I’m really excited about this because this reminds me of RPG games I played, in which you clicked a position on a map, and the character will move toward that position, and in which you drag an object to a certain place on the map.