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MainWindow
- Ui::MainWindow * ui
- RenderArea * renderArea
- const alpha::vector< Shape * > * renderShapes
- const UserAccount * currUser
- QLabel * userStatusLabel
- ColumnEditDelegate * delegate
- QWidget * contactUsWidget
- QLabel * logoLabel
- QLabel * teamNameLabel
- QWidget * contactWindow
+ MainWindow(QWidget *parent=nullptr)
+ MainWindow(QWidget *parent, const alpha::vector< Shape * > *renderedShapes, const UserAccount *currUser)
+ ~MainWindow()
+ void drawShapes() const
+ void shapes_to_treeWidget()
+ void onRenderAreaChanged()
+ void onRenderAreaNotChanged(const QString &message)
+ void showRenderStatusMessage(const QString &message)
+ void onLoginClicked()
+ void onLoginRequest(const QString &username, const QString &password)
+ void onSignupRequest(const QString &username, const QString &password, const bool admin)
+ void onUserAuthentication(const UserAccount *currUser)
+ void onUserAuthenticationFailure(const QString &message)
- void addToShapeTree(Shape *shape)
- QString loadStyleSheet(const QString &path)
- QComboBox * createShapeTypeComboBox(const QString &currentShapeType)
- QSpinBox * createPenWidthSpinBox(int currentPenWidth)
- QComboBox * createColorComboBox(int currentColor)
- QComboBox * createPenStyleComboBox(int currentPenStyle)
- QComboBox * createPenCapStyleComboBox(int currentPenCapStyle)
- QComboBox * createPenJoinStyleComboBox(int currentPenJoinStyle)
- QComboBox * createBrushStyleComboBox(int currentBrushStyle)
- QComboBox * createAlignmentComboBox(Qt::AlignmentFlag currentAlignment)
- QComboBox * createFontComboBox(QFont currentFont)
- QComboBox * createFontStyleComboBox(int currentFontStyle)
- QComboBox * createFontWeightComboBox(QFont::Weight currentFontWeight)
- void setupTestimonials()
- void onToggleStyle(bool checked=true)
- void on_actionnew_line_button_triggered()
- void on_actionnew_square_button_triggered()
- void on_actionnew_rectangle_button_triggered()
- void on_actionnew_circle_button_triggered()
- void on_actionnew_ellipse_button_triggered()
- void on_actionnew_polyline_button_triggered()
- void on_actionnew_polygon_button_triggered()
- void on_actionnew_text_button_triggered()
- void on_actionremove_shape_button_triggered()
- void onSortMethodChanged(int index)
- void onTreeWidgetItemChanged(QTreeWidgetItem *item, int column)
- void onComboBoxChanged(int newIndex)
- void onSpinBoxChanged()
- void showTestimonialPrompt()
- void showTestimonialsDisplay()
- void onContactUsClicked()
* Ui::MainWindow * ui
* RenderArea * renderArea
* const alpha::vector< Shape * > * renderShapes
* const UserAccount * currUser
* QLabel * userStatusLabel
* ColumnEditDelegate * delegate
* QTabWidget * tabWidget
* QTableWidgetItem * shapeTable
* QComboBox * sortDropdown
* QComboBox * sortOrderDropdown
* void createShapeTableTab()
* QWidget * contactUsWidget
* QLabel * logoLabel
* QLabel * teamNameLabel
* QWidget * contactWindow
* MainWindow(QWidget *parent=nullptr)
* MainWindow(QWidget *parent, const alpha::vector< Shape * > *renderedShapes, const UserAccount *currUser)
* ~MainWindow()
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* void shapes_to_treeWidget()
* void shapeAdded(Shape *shape)
* void shapeChanged(Shape *shape, QString key, int value)
* void displayedTextChanged(Text *text, QString newText)
* void shapeDeleted(int trackerId)
* void deleteAllShapes()
* void loginAttempt(const QString &username, const QString &password)
* void newUserAdded(const QString &username, const QString &password, const bool admin)
* void loginSuccess()
* void loginFailed(const QString &message)
* void onRenderAreaChanged()
* void onRenderAreaNotChanged(const QString &message)
* void showRenderStatusMessage(const QString &message)
* void onLoginClicked()
* void onLoginRequest(const QString &username, const QString &password)
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* void onUserAuthentication(const UserAccount *currUser)
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* QComboBox * createFontComboBox(QFont currentFont)
* QComboBox * createFontStyleComboBox(int currentFontStyle)
* QComboBox * createFontWeightComboBox(QFont::Weight currentFontWeight)
* void selection_sort(alpha::vector< Shape * > &shapes, bool(*compare)(const Shape *, const Shape *), bool ascending)
* void populateShapeTable(const alpha::vector< Shape * > &shapes)
* static bool sortById(const Shape *a, const Shape *b)
* static bool sortByArea(const Shape *a, const Shape *b)
* static bool sortByPerimeter(const Shape *a, const Shape *b)
* void setupTestimonials()
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