DOCUMENTATION FOR JANSEN'S CHANGES 10/27/20

Before Reading: If you find that these changes really screwed up anything you had in mind or you believe it will break in the long run, let me know and I can change them back. But I believe none of the changes will affect anything if you do the following:

- In cutterFraction:
  - Un-comment out lines 67+68 (initHorizontalCuts and self.state = CUTTINGHORIZONTAL)
  - Comment out lines 69-71 (where setup and vertical cutting and shading state change happens)

NOTE:

Logan: This is probably when a "done shading" button could be implemented

David: I figure the biggest challenge going forward will be like you said, making sure the shading isnt messed up when we make horizontal cuts

Both:

- It's important that when done shading is selected, we change the state to cutting for main's stateManager, and the cutter state needs to be changed to cuttingHorizontal
- I still have not made the cutSquareHorizontal function, I'm not sure if this will get complicated due to the fact there are already *n* vertical rectangles when this would be called

CHANGES:

In main.py:

- Added some if statements to adjust main's state manager for shading

In cutterFraction.py:

- Added members for cutter state management (self.SHADINGVERTICAL, HORIZONTAL = 3, 4)
- In update():
  - Mouse is now a parameter for the cutter update function (needed for shading)
  - Added logic for cutting only vertical rectangles at first
  - As of right now, it will never make it out of shading state (so until we get a "done shading" button: to reverse this follow the above steps to revert)

In rectangle.py:

- Changed default color to white (no longer random color)
- In rectangle update():
  - Now calls the shade function if the current state is shading
  - Added mouse as a parameter when calling cutter.update()

    - Added to the if statement on line 90 so it doesn't allow move when in shading state
- Added function cutSquareVertical()
- Added function changeColor()
- Added function shade()