


```
32:
33: //
34: // DEBUGF -
35: //     Macro which expands into trace code.  First argument is a
36: //     trace flag char, second argument is output code that can
37: //     be sandwiched between <<.  Beware of operator precedence.
38: //     Example:
39: //         DEBUGF ('u', "foo = " << foo);
40: //     will print two words and a newline if flag 'u' is on.
41: //     Traces are preceded by filename, line number, and function.
42: //
43:
44: #ifndef NDEBUG
45: #define DEBUGF(FLAG, CODE) ;
46: #define DEBUGS(FLAG, STMT) ;
47: #else
48: #define DEBUGF(FLAG, CODE) { \
49:     if (debugflags::getflag (FLAG)) { \
50:         debugflags::where (FLAG, __FILE__, __LINE__, __func__); \
51:         cerr << CODE << endl; \
52:     } \
53: }
54: #define DEBUGS(FLAG, STMT) { \
55:     if (debugflags::getflag (FLAG)) { \
56:         debugflags::where (FLAG, __FILE__, __LINE__, __func__); \
57:         STMT; \
58:     } \
59: }
60: #endif
61:
62: #endif
63:
```

```
1: // $Id: graphics.h,v 1.8 2014-05-08 20:47:45-07 - - $
2:
3: #ifndef __GRAPHICS_H__
4: #define __GRAPHICS_H__
5:
6: #include <memory>
7: #include <vector>
8: using namespace std;
9:
10: #include <GL/freeglut.h>
11:
12: #include "rgbcolor.h"
13: #include "shape.h"
14:
15: class object {
16:     private:
17:         shared_ptr<shape> pshape;
18:         vertex center;
19:         rgbcolor color;
20:     public:
21:         // Default copiers, movers, dtor all OK.
22:         void draw() { pshape->draw (center, color); }
23:         void move (GLfloat delta_x, GLfloat delta_y) {
24:             center.xpos += delta_x;
25:             center.ypos += delta_y;
26:         }
27: };
28:
29: class mouse {
30:     friend class window;
31:     private:
32:         int xpos {0};
33:         int ypos {0};
34:         int entered {GLUT_LEFT};
35:         int left_state {GLUT_UP};
36:         int middle_state {GLUT_UP};
37:         int right_state {GLUT_UP};
38:     private:
39:         void set (int x, int y) { xpos = x; ypos = y; }
40:         void state (int button, int state);
41:         void draw();
42: };
43:
```

```
44:
45: class window {
46:     friend class mouse;
47:     private:
48:         static int width;           // in pixels
49:         static int height;          // in pixels
50:         static vector<object> objects;
51:         static size_t selected_obj;
52:         static mouse mus;
53:     private:
54:         static void close();
55:         static void entry (int mouse_entered);
56:         static void display();
57:         static void reshape (int width, int height);
58:         static void keyboard (GLubyte key, int, int);
59:         static void special (int key, int, int);
60:         static void motion (int x, int y);
61:         static void passivemotion (int x, int y);
62:         static void mousefn (int button, int state, int x, int y);
63:     public:
64:         void push_back (const object& obj) { objects.push_back (obj); }
65:         static void setwidth (int width_) { width = width_; }
66:         static void setheight (int height_) { height = height_; }
67:         static void main();
68: };
69:
70: #endif
71:
```

```
1: // $Id: interp.h,v 1.10 2014-05-08 16:29:02-07 - - $
2:
3: #ifndef __INTERP_H__
4: #define __INTERP_H__
5:
6: #include <iostream>
7: #include <map>
8: #include <vector>
9: using namespace std;
10:
11: #include "debug.h"
12: #include "graphics.h"
13: #include "shape.h"
14:
15: class interpreter {
16:     public:
17:         typedef map <string, shape_ptr> shape_map;
18:         typedef vector<string> parameters;
19:         typedef parameters::const_iterator param;
20:         typedef pair<param,param> range;
21:         void interpret (const parameters&);
22:         interpreter() {}
23:         ~interpreter();
24:
25:     private:
26:         interpreter (const interpreter&) = delete;
27:         interpreter& operator= (const interpreter&) = delete;
28:
29:         typedef void (interpreter::*interpreterfn)
30:             (param begin, param end);
31:         typedef shape_ptr (interpreter::*factoryfn)
32:             (param begin, param end);
33:
34:         static map<string,interpreterfn> interp_map;
35:         static map<string,factoryfn> factory_map;
36:         shape_map objmap;
37:
38:         void do_define (param begin, param end);
39:         void do_draw (param begin, param end);
40:
41:         shape_ptr make_shape (param begin, param end);
42:         shape_ptr make_text (param begin, param end);
43:         shape_ptr make_ellipse (param begin, param end);
44:         shape_ptr make_circle (param begin, param end);
45:         shape_ptr make_polygon (param begin, param end);
46:         shape_ptr make_rectangle (param begin, param end);
47:         shape_ptr make_square (param begin, param end);
48:         shape_ptr make_line (param begin, param end);
49: };
50:
51: #endif
52:
```

```
1: // $Id: rgbcolor.h,v 1.5 2014-05-08 16:47:56-07 - - $
2:
3: #ifndef __RGBCOLOR_H__
4: #define __RGBCOLOR_H__
5:
6: #include <map>
7: #include <string>
8: using namespace std;
9:
10: #include <GL/freeglut.h>
11:
12: typedef unsigned char uchar;
13: struct rgbcolor {
14:     union {
15:         uchar ubvec[3];
16:         struct {
17:             uchar red;
18:             uchar green;
19:             uchar blue;
20:         };
21:     };
22:     explicit rgbcolor(): red(0), green(0), blue(0) {}
23:     explicit rgbcolor (uchar red, uchar green, uchar blue):
24:         red(red), green(green), blue(blue) {}
25:     explicit rgbcolor (const string&);
26:     const GLubyte* ubvec3() { return ubvec; }
27:     operator string() const;
28: };
29:
30: ostream& operator<< (ostream&, const rgbcolor&);
31:
32: extern const std::map<std::string,rgbcolor> color_names;
33:
34: #endif
35:
```

```
1: // $Id: shape.h,v 1.5 2014-05-08 18:32:56-07 - - $
2:
3: #ifndef __SHAPE_H__
4: #define __SHAPE_H__
5:
6: #include <iomanip>
7: #include <iostream>
8: #include <memory>
9: #include <utility>
10: #include <vector>
11: using namespace std;
12:
13: #include "rgbcolor.h"
14:
15: //
16: // Shapes constitute a single-inheritance hierarchy, summarized
17: // here, with the superclass listed first, and subclasses indented
18: // under their immediate superclass.
19: //
20: // shape
21: //   text
22: //   ellipse
23: //   circle
24: //   polygon
25: //   rectangle
26: //   square
27: //   diamond
28: //   triangle
29: //   right_triangle
30: //   isosceles
31: //   equilateral
32: //
33:
34: class shape;
35: typedef struct {GLfloat xpos; GLfloat ypos; } vertex;
36: typedef vector<vertex> vertex_list;
37: typedef shared_ptr<shape> shape_ptr;
38:
39: //
40: // Abstract base class for all shapes in this system.
41: //
42:
43: class shape {
44:     friend ostream& operator<< (ostream& out, const shape&);
45:     private:
46:         shape (const shape&) = delete; // Prevent copying.
47:         shape& operator= (const shape&) = delete; // Prevent copying.
48:     protected:
49:         inline shape(); // Only subclass may instantiate.
50:     public:
51:         virtual ~shape() {}
52:         virtual void draw (const vertex&, const rgbcolor&) const = 0;
53:         virtual void show (ostream&) const;
54: };
55:
```

```
56:
57: //
58: // Class for printing text.
59: //
60:
61: class text: public shape {
62:     protected:
63:         void* glut_bitmap_font = nullptr;
64:         // GLUT_BITMAP_8_BY_13
65:         // GLUT_BITMAP_9_BY_15
66:         // GLUT_BITMAP_HELVETICA_10
67:         // GLUT_BITMAP_HELVETICA_12
68:         // GLUT_BITMAP_HELVETICA_18
69:         // GLUT_BITMAP_TIMES_ROMAN_10
70:         // GLUT_BITMAP_TIMES_ROMAN_24
71:         string textdata;
72:     public:
73:         text (void* glut_bitmap_font, const string& textdata);
74:         virtual void draw (const vertex&, const rgbcolor&) const override;
75:         virtual void show (ostream&) const override;
76: };
77:
78: //
79: // Classes for ellipse and circle.
80: //
81:
82: class ellipse: public shape {
83:     protected:
84:         vertex dimension;
85:     public:
86:         ellipse (GLfloat width, GLfloat height);
87:         virtual void draw (const vertex&, const rgbcolor&) const override;
88:         virtual void show (ostream&) const override;
89: };
90:
91: class circle: public ellipse {
92:     public:
93:         circle (GLfloat diameter);
94: };
95:
96: //
97: // Class polygon.
98: //
99:
100: class polygon: public shape {
101:     protected:
102:         const vertex_list vertices;
103:     public:
104:         polygon (const vertex_list& vertices);
105:         virtual void draw (const vertex&, const rgbcolor&) const override;
106:         virtual void show (ostream&) const override;
107: };
108:
```



```
109:
110: //
111: // Classes rectangle, square, etc.
112: //
113:
114: class rectangle: public polygon {
115:     public:
116:         rectangle (GLfloat width, GLfloat height);
117: };
118:
119: class square: public rectangle {
120:     public:
121:         square (GLfloat width);
122: };
123:
124: class diamond: public polygon {
125:     public:
126:         diamond (const GLfloat width, const GLfloat height);
127: };
128:
129: ostream& operator<< (ostream& out, const shape&);
130:
131: #endif
132:
```

```
1: // $Id: util.h,v 1.8 2014-05-08 18:32:56-07 - - $
2:
3: //
4: // util -
5: //     A utility class to provide various services not conveniently
6: //     included in other modules.
7: //
8:
9: #ifndef __UTIL_H__
10: #define __UTIL_H__
11:
12: #include <iostream>
13: #include <sstream>
14: #include <stdexcept>
15: #include <string>
16: #include <vector>
17: using namespace std;
18:
19: #include "debug.h"
20:
21: //
22: // sys_info -
23: //     Keep track of execname and exit status. Must be initialized
24: //     as the first thing done inside main. Main should call:
25: //         sys_info::execname (argv[0]);
26: //     before anything else.
27: //
28:
29: class sys_info {
30:     friend int main (int argc, char** argv);
31:     private:
32:         static string execname_;
33:         static int exit_status_;
34:         static void execname (const string& argv0);
35:     public:
36:         static const string& execname();
37:         static void exit_status (int status);
38:         static int exit_status();
39: };
40:
41: //
42: // datestring -
43: //     Return the current date, as printed by date(1).
44: //
45:
46: const string datestring();
47:
```

```
48:
49: //
50: // split -
51: //     Split a string into a vector<string>.. Any sequence
52: //     of chars in the delimiter string is used as a separator. To
53: //     Split a pathname, use "/". To split a shell command, use " ".
54: //
55:
56: vector<string> split (const string& line, const string& delimiter);
57:
58: //
59: // complain -
60: //     Used for starting error messages. Sets the exit status to
61: //     EXIT_FAILURE, writes the program name to cerr, and then
62: //     returns the cerr ostream. Example:
63: //         complain() << filename << ": some problem" << endl;
64: //
65:
66: ostream& complain();
67:
68: //
69: // syscall_error -
70: //     Complain about a failed system call. Argument is the name
71: //     of the object causing trouble. The extern errno must contain
72: //     the reason for the problem.
73: //
74:
75: void syscall_error (const string&);
76:
77: //
78: // operator<< (vector) -
79: //     An overloaded template operator which allows vectors to be
80: //     printed out as a single operator, each element separated from
81: //     the next with spaces. The item_t must have an output operator
82: //     defined for it.
83: //
84:
```

```
85:
86: template <typename item_t>
87: ostream& operator<< (ostream& out, const vector<item_t>& vec);
88:
89: //
90: // operator<< (pair<iterator,iterator>) -
91: //     Allow a pair of iterators to be passed in and print all of the
92: //     values between the begin and end pair.
93: //
94:
95: template <typename iterator>
96: ostream& operator<< (ostream& out, pair<iterator,iterator> range);
97:
98: //
99: // string to_string (thing) -
100: //     Convert anything into a string if it has an ostream<< operator.
101: //
102:
103: template <typename type>
104: string to_string (const type&);
105:
106: //
107: // thing from_string (const string&) -
108: //     Scan a string for something if it has an istream>> operator.
109: //
110:
111: template <typename result_t>
112: result_t from_string (const string&);
113:
114: //
115: // Demangle a C++ class name.
116: //
117: template <typename type>
118: string demangle (const type& object);
119:
120: #include "util.tcc"
121: #endif
122:
123:
```

```
1: // $Id: util.tcc,v 1.4 2014-05-08 18:32:56-07 - - $
2:
3: template <typename item_t>
4: ostream& operator<< (ostream& out, const vector<item_t>& vec) {
5:     bool want_space = false;
6:     for (const auto& item: vec) {
7:         if (want_space) cout << " ";
8:         out << item;
9:         want_space = true;
10:    }
11:    return out;
12: }
13:
14: template <typename iterator>
15: ostream& operator<< (ostream& out, pair<iterator,iterator> range) {
16:     bool want_space = false;
17:     while (range.first != range.second) {
18:         if (want_space) cout << " ";
19:         out << *range.first;
20:         want_space = true;
21:     }
22:     return out;
23: }
24:
25:
26: template <typename item_t>
27: string to_string (const item_t& that) {
28:     ostringstream stream;
29:     stream << that;
30:     return stream.str();
31: }
32:
33: template <typename item_t>
34: item_t from_string (const string& that) {
35:     stringstream stream;
36:     stream << that;
37:     item_t result;
38:     if (not (stream >> result and stream.eof())) {
39:         throw range_error (demangle (result)
40:             + " from_string (" + that + ")");
41:     }
42:     return result;
43: }
44:
```

```
45:
46: //
47: // Demangle a class name.
48: // For __GNUC__, use __cxa_demangle.
49: // As a fallback, just use typeid.name()
50: // The functions are fully specified in this header as non-inline
51: // functions in order to avoid the need for explicit instantiation.
52: // http://gcc.gnu.org/onlinedocs/libstdc++/manual/ext\_demangling.html
53: //
54: #ifdef __GNUC__
55:
56: #include <cxxabi.h>
57:
58: template <typename type>
59: string demangle (const type& object) {
60:     const char* const name = typeid (object).name();
61:     int status;
62:     char* demangled = abi::__cxa_demangle (name, NULL, 0, & status);
63:     if (status != 0 or demangled == NULL) return name;
64:     string result = demangled;
65:     free (demangled);
66:     return result;
67: }
68:
69: #else
70:
71: template <typename type>
72: string demangle (const type& object) {
73:     return typeid (object).name();
74: }
75:
76: #endif
77:
```

```
1: // $Id: debug.cpp,v 1.2 2014-05-08 18:07:04-07 - - $
2:
3: #include <cassert>
4: #include <climits>
5: #include <iostream>
6: #include <vector>
7: using namespace std;
8:
9: #include "debug.h"
10: #include "util.h"
11:
12: vector<bool> debugflags::flags (UCHAR_MAX + 1, false);
13:
14: void debugflags::setflags (const string& initflags) {
15:     for (const char flag: initflags) {
16:         if (flag == '@') flags.assign (flags.size(), true);
17:         else flags[flag] = true;
18:     }
19:     // Note that DEBUGF can trace setflags.
20:     if (getflag ('x')) {
21:         string flag_chars;
22:         for (size_t index = 0; index < flags.size(); ++index) {
23:             if (getflag (index)) flag_chars += (char) index;
24:         }
25:     }
26: }
27:
28: //
29: // getflag -
30: //     Check to see if a certain flag is on.
31: //
32:
33: bool debugflags::getflag (char flag) {
34:     // WARNING: Don't TRACE this function or the stack will blow up.
35:     unsigned uflag = (unsigned char) flag;
36:     assert (uflag < flags.size());
37:     return flags[uflag];
38: }
39:
40: void debugflags::where (char flag, const char* file, int line,
41:                        const char* func) {
42:     cout << sys_info::execname() << ": DEBUG(" << flag << ") "
43:          << file << "[" << line << "]" " << func << "()" << endl;
44: }
45:
```

```
1: // $Id: graphics.cpp,v 1.10 2014-05-08 20:47:45-07 - - $
2:
3: #include <iostream>
4: using namespace std;
5:
6: #include <GL/freeglut.h>
7:
8: #include "graphics.h"
9: #include "util.h"
10:
11: int window::width = 640; // in pixels
12: int window::height = 480; // in pixels
13: vector<object> window::objects;
14: size_t window::selected_obj = 0;
15: mouse window::mus;
16:
17: // Executed when window system signals to shut down.
18: void window::close() {
19:     DEBUGF ('g', sys_info::execname() << ": exit ("
20:             << sys_info::exit_status() << ")");
21:     exit (sys_info::exit_status());
22: }
23:
24: // Executed when mouse enters or leaves window.
25: void window::entry (int mouse_entered) {
26:     DEBUGF ('g', "mouse_entered=" << mouse_entered);
27:     window::mus.entered = mouse_entered;
28:     if (window::mus.entered == GLUT_ENTERED) {
29:         cout << sys_info::execname() << ": width=" << window::width
30:              << ", height=" << window::height << endl;
31:     }
32:     glutPostRedisplay();
33: }
34:
35: // Called to display the objects in the window.
36: void window::display() {
37:     glClear (GL_COLOR_BUFFER_BIT);
38:     for (auto& object: window::objects) object.draw();
39:     mus.draw();
40:     glutSwapBuffers();
41: }
42:
43: // Called when window is opened and when resized.
44: void window::reshape (int width, int height) {
45:     DEBUGF ('g', "width=" << width << ", height=" << height);
46:     window::width = width;
47:     window::height = height;
48:     glMatrixMode (GL_PROJECTION);
49:     glLoadIdentity();
50:     gluOrtho2D (0, window::width, 0, window::height);
51:     glMatrixMode (GL_MODELVIEW);
52:     glViewport (0, 0, window::width, window::height);
53:     glClearColor (0.25, 0.25, 0.25, 1.0);
54:     glutPostRedisplay();
55: }
56:
```



```
57:
58: // Executed when a regular keyboard key is pressed.
59: enum {BS=8, TAB=9, ESC=27, SPACE=32, DEL=127};
60: void window::keyboard (GLubyte key, int x, int y) {
61:     DEBUGF ('g', "key=" << (unsigned)key << ", x=" << x << ", y=" << y);
62:     window::mus.set (x, y);
63:     switch (key) {
64:         case 'Q': case 'q': case ESC:
65:             window::close();
66:             break;
67:         case 'H': case 'h':
68:             //move_selected_object (
69:             break;
70:         case 'J': case 'j':
71:             //move_selected_object (
72:             break;
73:         case 'K': case 'k':
74:             //move_selected_object (
75:             break;
76:         case 'L': case 'l':
77:             //move_selected_object (
78:             break;
79:         case 'N': case 'n': case SPACE: case TAB:
80:             break;
81:         case 'P': case 'p': case BS:
82:             break;
83:         case '0'...'9':
84:             //select_object (key - '0');
85:             break;
86:         default:
87:             cerr << (unsigned)key << ": invalid keystroke" << endl;
88:             break;
89:     }
90:     glutPostRedisplay();
91: }
92:
```

```
93:
94: // Executed when a special function key is pressed.
95: void window::special (int key, int x, int y) {
96:     DEBUGF ('g', "key=" << key << ", x=" << x << ", y=" << y);
97:     window::mus.set (x, y);
98:     switch (key) {
99:         case GLUT_KEY_LEFT: //move_selected_object (-1, 0); break;
100:        case GLUT_KEY_DOWN: //move_selected_object (0, -1); break;
101:        case GLUT_KEY_UP: //move_selected_object (0, +1); break;
102:        case GLUT_KEY_RIGHT: //move_selected_object (+1, 0); break;
103:        case GLUT_KEY_F1: //select_object (1); break;
104:        case GLUT_KEY_F2: //select_object (2); break;
105:        case GLUT_KEY_F3: //select_object (3); break;
106:        case GLUT_KEY_F4: //select_object (4); break;
107:        case GLUT_KEY_F5: //select_object (5); break;
108:        case GLUT_KEY_F6: //select_object (6); break;
109:        case GLUT_KEY_F7: //select_object (7); break;
110:        case GLUT_KEY_F8: //select_object (8); break;
111:        case GLUT_KEY_F9: //select_object (9); break;
112:        case GLUT_KEY_F10: //select_object (10); break;
113:        case GLUT_KEY_F11: //select_object (11); break;
114:        case GLUT_KEY_F12: //select_object (12); break;
115:        default:
116:            cerr << (unsigned)key << ": invalid function key" << endl;
117:            break;
118:    }
119:    glutPostRedisplay();
120: }
121:
```

```
122:
123: void window::motion (int x, int y) {
124:     DEBUGF ('g', "x=" << x << ", y=" << y);
125:     window::mus.set (x, y);
126:     glutPostRedisplay();
127: }
128:
129: void window::passivemotion (int x, int y) {
130:     DEBUGF ('g', "x=" << x << ", y=" << y);
131:     window::mus.set (x, y);
132:     glutPostRedisplay();
133: }
134:
135: void window::mousefn (int button, int state, int x, int y) {
136:     DEBUGF ('g', "button=" << button << ", state=" << state
137:         << ", x=" << x << ", y=" << y);
138:     window::mus.state (button, state);
139:     window::mus.set (x, y);
140:     glutPostRedisplay();
141: }
142:
143: void window::main () {
144:     static int argc = 0;
145:     glutInit (&argc, nullptr);
146:     glutInitDisplayMode (GLUT_RGBA | GLUT_DOUBLE);
147:     glutInitWindowSize (window::width, window::height);
148:     glutInitWindowPosition (128, 128);
149:     glutCreateWindow (sys_info::execname().c_str());
150:     glutCloseFunc (window::close);
151:     glutEntryFunc (window::entry);
152:     glutDisplayFunc (window::display);
153:     glutReshapeFunc (window::reshape);
154:     glutKeyboardFunc (window::keyboard);
155:     glutSpecialFunc (window::special);
156:     glutMotionFunc (window::motion);
157:     glutPassiveMotionFunc (window::passivemotion);
158:     glutMouseFunc (window::mousefn);
159:     DEBUGF ('g', "Calling glutMainLoop()");
160:     glutMainLoop();
161: }
162:
```

```
163:
164: void mouse::state (int button, int state) {
165:     switch (button) {
166:         case GLUT_LEFT_BUTTON: left_state = state; break;
167:         case GLUT_MIDDLE_BUTTON: middle_state = state; break;
168:         case GLUT_RIGHT_BUTTON: right_state = state; break;
169:     }
170: }
171:
172: void mouse::draw() {
173:     static rgbcolor color ("green");
174:     ostringstream text;
175:     text << "(" << xpos << "," << window::height - ypos << ")";
176:     if (left_state == GLUT_DOWN) text << "L";
177:     if (middle_state == GLUT_DOWN) text << "M";
178:     if (right_state == GLUT_DOWN) text << "R";
179:     if (entered == GLUT_ENTERED) {
180:         void* font = GLUT_BITMAP_HELVETICA_18;
181:         glColor3ubv (color.ubvec);
182:         glRasterPos2i (10, 10);
183:         glutBitmapString (font, (GLubyte*) text.str().c_str());
184:     }
185: }
186:
```

```
1: // $Id: interp.cpp,v 1.14 2014-05-08 18:32:56-07 - - $
2:
3: #include <map>
4: #include <memory>
5: #include <string>
6: #include <vector>
7: using namespace std;
8:
9: #include <GL/freeglut.h>
10:
11: #include "debug.h"
12: #include "interp.h"
13: #include "shape.h"
14: #include "util.h"
15:
16: map<string, interpreter::interpreterfn> interpreter::interp_map {
17:     {"define" , &interpreter::do_define },
18:     {"draw"    , &interpreter::do_draw   },
19: };
20:
21: map<string, interpreter::factoryfn> interpreter::factory_map {
22:     {"text"      , &interpreter::make_text      },
23:     {"ellipse"   , &interpreter::make_ellipse   },
24:     {"circle"    , &interpreter::make_circle    },
25:     {"polygon"   , &interpreter::make_polygon   },
26:     {"rectangle" , &interpreter::make_rectangle},
27:     {"square"    , &interpreter::make_square    },
28: };
29:
30: interpreter::~interpreter() {
31:     for (const auto& itor: objmap) {
32:         cout << "objmap[" << itor.first << "] = "
33:              << *itor.second << endl;
34:     }
35: }
36:
37: void interpreter::interpret (const parameters& params) {
38:     DEBUGF ('i', params);
39:     param begin = params.cbegin();
40:     string command = *begin;
41:     auto itor = interp_map.find (command);
42:     if (itor == interp_map.end()) throw runtime_error ("syntax error");
43:     interpreterfn func = itor->second;
44:     (this->*func) (++begin, params.cend());
45: }
46:
47: void interpreter::do_define (param begin, param end) {
48:     DEBUGF ('f', range (begin, end));
49:     string name = *begin;
50:     objmap.insert ({name, make_shape (++begin, end)});
51: }
52:
```

```
53:
54: void interpreter::do_draw (param begin, param end) {
55:     DEBUGF ('f', range (begin, end));
56:     if (end - begin != 3) throw runtime_error ("syntax error");
57:     string name = begin[0];
58:     shape_map::const_iterator itor = objmap.find (name);
59:     if (itor == objmap.end()) {
60:         throw runtime_error (name + ": no such shape");
61:     }
62:     vertex where {from_string<GLfloat> (begin[1]),
63:                  from_string<GLfloat> (begin[2])};
64:     rgbcolor color {begin[3]};
65:     itor->second->draw (where, color);
66: }
67:
68: shape_ptr interpreter::make_shape (param begin, param end) {
69:     DEBUGF ('f', range (begin, end));
70:     string type = *begin++;
71:     auto itor = factory_map.find(type);
72:     if (itor == factory_map.end()) {
73:         throw runtime_error (type + ": no such shape");
74:     }
75:     factoryfn func = itor->second;
76:     return (this->*func) (begin, end);
77: }
78:
79: shape_ptr interpreter::make_text (param begin, param end) {
80:     DEBUGF ('f', range (begin, end));
81:     return make_shared<text> (nullptr, string());
82: }
83:
84: shape_ptr interpreter::make_ellipse (param begin, param end) {
85:     DEBUGF ('f', range (begin, end));
86:     return make_shared<ellipse> (GLfloat(), GLfloat());
87: }
88:
89: shape_ptr interpreter::make_circle (param begin, param end) {
90:     DEBUGF ('f', range (begin, end));
91:     return make_shared<circle> (GLfloat());
92: }
93:
94: shape_ptr interpreter::make_polygon (param begin, param end) {
95:     DEBUGF ('f', range (begin, end));
96:     return make_shared<polygon> (vertex_list());
97: }
98:
99: shape_ptr interpreter::make_rectangle (param begin, param end) {
100:     DEBUGF ('f', range (begin, end));
101:     return make_shared<rectangle> (GLfloat(), GLfloat());
102: }
103:
104: shape_ptr interpreter::make_square (param begin, param end) {
105:     DEBUGF ('f', range (begin, end));
106:     return make_shared<square> (GLfloat());
107: }
108:
```

```
1: // $Id: rgbcolor.cpp,v 1.5 2014-05-08 18:32:56-07 - - $
2:
3: #include <cctype>
4: #include <iomanip>
5: #include <iostream>
6: #include <sstream>
7: #include <stdexcept>
8: #include <unordered_map>
9: #include <vector>
10: using namespace std;
11:
12: #include "rgbcolor.h"
13:
14: #include "colors.cppgen"
15:
16: rgbcolor::rgbcolor (const string& name) {
17:     auto entry = colors.find (name);
18:     if (entry != colors.end()) {
19:         *this = entry->second;
20:     }else {
21:         invalid_argument error ("rgbcolor::rgbcolor(" + name + ")");
22:         if (name.size() != 8) throw error;
23:         string prefix = name.substr (0, 2);
24:         if (not (prefix == "0x" or prefix == "0X")) throw error;
25:         for (size_t index = 0; index < 3; ++index) {
26:             string hex = name.substr (index * 2 + 2, 2);
27:             for (char digit: hex) if (not isxdigit(digit)) throw error;
28:             ubvec[index] = stoul (hex, nullptr, 16);
29:         }
30:     }
31: }
32:
33: rgbcolor::operator string() const {
34:     ostringstream result;
35:     result << "0x"
36:             << hex << setiosflags (ios::uppercase) << setfill ('0')
37:             << setw(2) << static_cast<unsigned> (red)
38:             << setw(2) << static_cast<unsigned> (green)
39:             << setw(2) << static_cast<unsigned> (blue);
40:     return result.str();
41: }
42:
43: ostream& operator<< (ostream& out, const rgbcolor& color) {
44:     out << string (color);
45:     return out;
46: }
47:
```

```
1: // $Id: shape.cpp,v 1.7 2014-05-08 18:32:56-07 - - $
2:
3: #include <typeinfo>
4: #include <unordered_map>
5: using namespace std;
6:
7: #include "shape.h"
8: #include "util.h"
9:
10: static unordered_map<void*,string> fontname {
11:     {GLUT_BITMAP_8_BY_13      , "Fixed-8x13"      },
12:     {GLUT_BITMAP_9_BY_15      , "Fixed-9x15"      },
13:     {GLUT_BITMAP_HELVETICA_10 , "Helvetica-10"     },
14:     {GLUT_BITMAP_HELVETICA_12 , "Helvetica-12"     },
15:     {GLUT_BITMAP_HELVETICA_18 , "Helvetica-18"     },
16:     {GLUT_BITMAP_TIMES_ROMAN_10, "Times-Roman-10"   },
17:     {GLUT_BITMAP_TIMES_ROMAN_24, "Times-Roman-24"   },
18: };
19:
20: static unordered_map<string,void*> fontcode {
21:     {"Fixed-8x13"      , GLUT_BITMAP_8_BY_13      },
22:     {"Fixed-9x15"      , GLUT_BITMAP_9_BY_15      },
23:     {"Helvetica-10"     , GLUT_BITMAP_HELVETICA_10 },
24:     {"Helvetica-12"     , GLUT_BITMAP_HELVETICA_12 },
25:     {"Helvetica-18"     , GLUT_BITMAP_HELVETICA_18 },
26:     {"Times-Roman-10"   , GLUT_BITMAP_TIMES_ROMAN_10},
27:     {"Times-Roman-24"   , GLUT_BITMAP_TIMES_ROMAN_24},
28: };
29:
30: ostream& operator<< (ostream& out, const vertex& where) {
31:     out << "(" << where.xpos << ", " << where.ypos << ")";
32:     return out;
33: }
34:
35: shape::shape() {
36:     DEBUGF ('c', this);
37: }
38:
39: text::text (void* glut_bitmap_font, const string& textdata):
40:     glut_bitmap_font(glut_bitmap_font), textdata(textdata) {
41:     DEBUGF ('c', this);
42: }
43:
44: ellipse::ellipse (GLfloat width, GLfloat height):
45:     dimension ({width, height}) {
46:     DEBUGF ('c', this);
47: }
48:
49: circle::circle (GLfloat diameter): ellipse (diameter, diameter) {
50:     DEBUGF ('c', this);
51: }
52:
```



```
53:
54: polygon::polygon (const vertex_list& vertices): vertices(vertices) {
55:     DEBUGF ('c', this);
56: }
57:
58: rectangle::rectangle (GLfloat width, GLfloat height):
59:     polygon({}) {
60:     DEBUGF ('c', this << "(" << width << ", " << height << ")");
61: }
62:
63: square::square (GLfloat width): rectangle (width, width) {
64:     DEBUGF ('c', this);
65: }
66:
67: void text::draw (const vertex& center, const rgbcolor& color) const {
68:     DEBUGF ('d', this << "(" << center << ", " << color << ")");
69: }
70:
71: void ellipse::draw (const vertex& center, const rgbcolor& color) const {
72:     DEBUGF ('d', this << "(" << center << ", " << color << ")");
73: }
74:
75: void polygon::draw (const vertex& center, const rgbcolor& color) const {
76:     DEBUGF ('d', this << "(" << center << ", " << color << ")");
77: }
78:
79: void shape::show (ostream& out) const {
80:     out << this << "->" << demangle (*this) << ": ";
81: }
82:
83: void text::show (ostream& out) const {
84:     shape::show (out);
85:     out << glut_bitmap_font << "(" << fontname[glut_bitmap_font]
86:         << ") \'" << textdata << "\'";
87: }
88:
89: void ellipse::show (ostream& out) const {
90:     shape::show (out);
91:     out << "{" << dimension << "}";
92: }
93:
94: void polygon::show (ostream& out) const {
95:     shape::show (out);
96:     out << "{" << vertices << "}";
97: }
98:
99: ostream& operator<< (ostream& out, const shape& obj) {
100:     obj.show (out);
101:     return out;
102: }
103:
```

```
1: // $Id: util.cpp,v 1.8 2014-05-08 18:32:56-07 - - $
2:
3: #include <cerrno>
4: #include <cstdlib>
5: #include <cstring>
6: #include <ctime>
7: #include <sstream>
8: #include <stdexcept>
9: #include <string>
10: #include <typeinfo>
11: using namespace std;
12:
13: #include "util.h"
14:
15: int sys_info::exit_status_ = EXIT_SUCCESS;
16: string sys_info::execname_; // Must be initialized from main().
17:
18: void sys_info_error (const string& condition) {
19:     throw logic_error ("main() has " + condition
20:         + " called sys_info::execname()");
21: }
22:
23: void sys_info::execname (const string& argv0) {
24:     if (execname_.size() != 0) sys_info_error ("already");
25:     int slashpos = argv0.find_last_of ('/') + 1;
26:     execname_ = argv0.substr (slashpos);
27:     cout << boolalpha;
28:     cerr << boolalpha;
29:     DEBUGF ('u', "execname = " << execname_);
30: }
31:
32: const string& sys_info::execname() {
33:     if (execname_.size() == 0) sys_info_error ("not yet");
34:     return execname_;
35: }
36:
37: void sys_info::exit_status (int status) {
38:     if (execname_.size() == 0) sys_info_error ("not yet");
39:     exit_status_ = status;
40: }
41:
42: int sys_info::exit_status() {
43:     if (execname_.size() == 0) sys_info_error ("not yet");
44:     return exit_status_;
45: }
46:
47: const string datestring() {
48:     time_t clock = time (NULL);
49:     struct tm* tm_ptr = localtime (&clock);
50:     char timebuf[128];
51:     strftime (timebuf, sizeof timebuf,
52:         "%a %b %e %H:%M:%S %Z %Y", tm_ptr);
53:     return timebuf;
54: }
55:
```

```
56:
57: vector<string> split (const string& line, const string& delimiters) {
58:     vector<string> words;
59:     int end = 0;
60:     for (;;) {
61:         size_t start = line.find_first_not_of (delimiters, end);
62:         if (start == string::npos) break;
63:         end = line.find_first_of (delimiters, start);
64:         words.push_back (line.substr (start, end - start));
65:     }
66:     DEBUGF ('u', words);
67:     return words;
68: }
69:
70: ostream& complain() {
71:     sys_info::exit_status (EXIT_FAILURE);
72:     cerr << sys_info::execname() << ": ";
73:     return cerr;
74: }
75:
76: void syscall_error (const string& object) {
77:     complain() << object << ": " << strerror (errno) << endl;
78: }
79:
```

```
1: // $Id: main.cpp,v 1.13 2014-05-08 18:32:56-07 - - $
2:
3: #include <fstream>
4: #include <iostream>
5: #include <unistd.h>
6: #include <vector>
7: using namespace std;
8:
9: #include "debug.h"
10: #include "graphics.h"
11: #include "interp.h"
12: #include "util.h"
13:
14: //
15: // Parse a file.  Read lines from input file, parse each line,
16: // and interpret the command.
17: //
18:
19: void parsefile (const string& infilename, istream& infile) {
20:     interpreter::shape_map shapemap;
21:     interpreter interp;
22:     for (int linenr = 1;; ++linenr) {
23:         try {
24:             string line;
25:             getline (infile, line);
26:             if (infile.eof()) break;
27:             if (line.size() == 0) continue;
28:             for (;;) {
29:                 DEBUGF ('m', line);
30:                 int last = line.size() - 1;
31:                 if (line[last] != '\\') break;
32:                 line[last] = ' ';
33:                 string contin;
34:                 getline (infile, contin);
35:                 if (infile.eof()) break;
36:                 line += contin;
37:             }
38:             interpreter::parameters words = split (line, " \t");
39:             if (words.size() == 0 or words.front()[0] == '#') continue;
40:             DEBUGF ('m', words);
41:             interp.interpret (words);
42:         } catch (runtime_error error) {
43:             complain() << infilename << ":" << linenr << ": "
44:                 << error.what() << endl;
45:         }
46:     }
47:     DEBUGF ('m', infilename << " EOF");
48: }
49:
```

```
50:
51: //
52: // Scan the option -@ and check for operands.
53: //
54:
55: void scan_options (int argc, char** argv) {
56:     opterr = 0;
57:     for (;;) {
58:         int option = getopt (argc, argv, "@:w:h:");
59:         if (option == EOF) break;
60:         switch (option) {
61:             case '@':
62:                 debugflags::setflags (optarg);
63:                 break;
64:             case 'w':
65:                 window::setwidth (stoi (optarg));
66:                 break;
67:             case 'h':
68:                 window::setheight (stoi (optarg));
69:                 break;
70:             default:
71:                 complain() << "-" << (char) optopt << ": invalid option"
72:                     << endl;
73:                 break;
74:         }
75:     }
76: }
77:
78: //
79: // Main function. Iterate over files if given, use cin if not.
80: //
81: int main (int argc, char** argv) {
82:     sys_info::execname (argv[0]);
83:     scan_options (argc, argv);
84:     vector<string> args (&argv[optind], &argv[argc]);
85:     if (args.size() == 0) {
86:         parsefile ("-", cin);
87:     } else if (args.size() > 1) {
88:         cerr << "Usage: " << sys_info::execname() << "-@flags"
89:             << "[filename]" << endl;
90:     } else {
91:         const string infilename = args[0];
92:         ifstream infile (infilename.c_str());
93:         if (infile.fail()) {
94:             syscall_error (infilename);
95:         } else {
96:             DEBUGF ('m', infilename << "(opened OK)");
97:             parsefile (infilename, infile);
98:             // fstream objects auto closed when destroyed
99:         }
100:     }
101:     int status = sys_info::exit_status();
102:     if (status != 0) return status;
103:     window::main();
104:     return 0;
105: }
106:
```

```
1: # $Id: Makefile,v 1.12 2014-05-08 18:32:56-07 - - $
2:
3: MKFILE      = Makefile
4: DEPPFILE    = ${MKFILE}.dep
5: NOINCL      = ci clean spotless
6: NEEDINCL    = ${filter ${NOINCL}, ${MAKECMDGOALS}}
7: GMAKE       = ${MAKE} --no-print-directory
8: COMPILECPP  = g++ -g -O0 -Wall -Wextra -std=gnu++11
9: MAKEDEPCPP  = g++ -MM -std=gnu++11
10:
11: MODULES     = debug graphics interp rgbcolor shape util
12: CPPHEADER   = ${MODULES:=.h}
13: CPPSOURCE   = ${MODULES:=.cpp} main.cpp
14: TEMPLATES   = util.tcc
15: GENFILES    = colors.cppgen
16: OTHERS      = ${MKFILE} README mk-colors.perl
17: ALLSOURCES  = ${CPPHEADER} ${TEMPLATES} ${CPPSOURCE} ${OTHERS}
18: EXECBIN     = gdraw
19: OBJECTS     = ${CPPSOURCE:.cpp=.o}
20: LINKLIBS    = -lGL -lGLU -lglut -lm
21:
22: LISTING     = Listing.ps
23: CLASS       = cmps109-wm.u13
24: PROJECT     = asg3
25:
26: all : ${EXECBIN}
27:     - checksource ${ALLSOURCES}
28:
29: ${EXECBIN} : ${OBJECTS}
30:     ${COMPILECPP} -o $@ ${OBJECTS} ${LINKLIBS}
31:
32: %.o : %.cpp
33:     ${COMPILECPP} -c $<
34:
35: colors.cppgen: mk-colors.perl
36:     mk-colors.perl >colors.cppgen
37:
38: ci : ${ALLSOURCES}
39:     - checksource ${ALLSOURCES}
40:     cid + ${ALLSOURCES}
41:
42: lis : ${ALLSOURCES}
43:     mkpspdf ${LISTING} ${ALLSOURCES} ${DEPPFILE}
44:
45: clean :
46:     - rm ${OBJECTS} ${DEPPFILE} core ${GENFILES}
47:
48: spotless : clean
49:     - rm ${EXECBIN} ${LISTING} ${LISTING:.ps=.pdf}
50:
```

```
51:
52: submit : ${ALLSOURCES}
53:     - checksource ${ALLSOURCES}
54:     submit ${CLASS} ${PROJECT} ${ALLSOURCES}
55:
56: dep : ${CPPSOURCE} ${CPPHEADER} ${GENFILES}
57:     @ echo "# ${DEPFILE} created `LC_TIME=C date`" >${DEPFILE}
58:     ${MAKEDEPCPP} ${CPPSOURCE} >>${DEPFILE}
59:
60: ${DEPFILE} :
61:     @ touch ${DEPFILE}
62:     ${GMAKE} dep
63:
64: again :
65:     ${GMAKE} spotless dep ci all lis
66:
67: ifeq (${NEEDINCL}, )
68: include ${DEPFILE}
69: endif
70:
```

05/08/14
20:47:45

\$cmps109-wm/Assignments/asg4-oop-inheritance/code/
README

1/1

1: \$Id: README,v 1.1 2014-05-01 20:14:06-07 - - \$


```
1: #!/usr/bin/perl
2: # $Id: mk-colors.perl,v 1.1 2014-05-08 16:35:08-07 - - $
3: use strict;
4: use warnings;
5:
6: my %colors;
7: my $file = "/usr/share/X11/rgb.txt";
8: open RGB_TXT, "<$file" or die "$0: $file: $!";
9: while (my $line = <RGB_TXT>) {
10:     $line =~ m/^\s*(\d+)\s+(\d+)\s+(\d+)\s+(.*)/
11:         or die "$0: invalid line: $line";
12:     my ($red, $green, $blue, $name) = ($1, $2, $3, $4);
13:     $name =~ s/\s+/-/g;
14:     $colors{$name} = [$red, $green, $blue];
15: }
16: close RGB_TXT;
17:
18: print "const unordered_map<string,rgbcolor> colors = {\n";
19: printf "    {%-24s, rgbcolor (%3d, %3d, %3d)},\n",
20:         "\"$_\"", @{$colors{$_}}
21:     for sort {lc $a cmp lc $b} keys %colors;
22: print "};\n";
23:
```

```
1: # Makefile.dep created Thu May  8 20:47:45 PDT 2014
2: debug.o: debug.cpp debug.h util.h util.tcc
3: graphics.o: graphics.cpp graphics.h rgbcolor.h shape.h util.h debug.h \
4:   util.tcc
5: interp.o: interp.cpp debug.h interp.h graphics.h rgbcolor.h shape.h \
6:   util.h util.tcc
7: rgbcolor.o: rgbcolor.cpp rgbcolor.h colors.cppgen
8: shape.o: shape.cpp shape.h rgbcolor.h util.h debug.h util.tcc
9: util.o: util.cpp util.h debug.h util.tcc
10: main.o: main.cpp debug.h graphics.h rgbcolor.h shape.h interp.h util.h \
11:   util.tcc
```