KSD Client: Plugin4Gephi

Generated by Doxygen 1.8.6

Wed Nov 5 2014 12:16:37

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Chapter 1

Gephi-Plugin "Architectural GraphML"

1.1 Introduction

This plug-in supports an architectural interpretation of graphs. Graphs can be created with help of the groundplan, it adds an areal dimension to the graph with help of layouts and provides coloring mechanisms for representation possibilities.

The single functionalities are described in the next chapter.

1.2 Functionality Overview

1.2.1 Graph Creator

The creation of graphs is one of the main functionalities of Gephi. The creator is started from Gephi and has its own GUI. When started, the tool asks what groundplan shall be loaded. Additionally, already existing nodes can be loaded into the creator and displayed above the groundplan. The GUI itself looks like this:

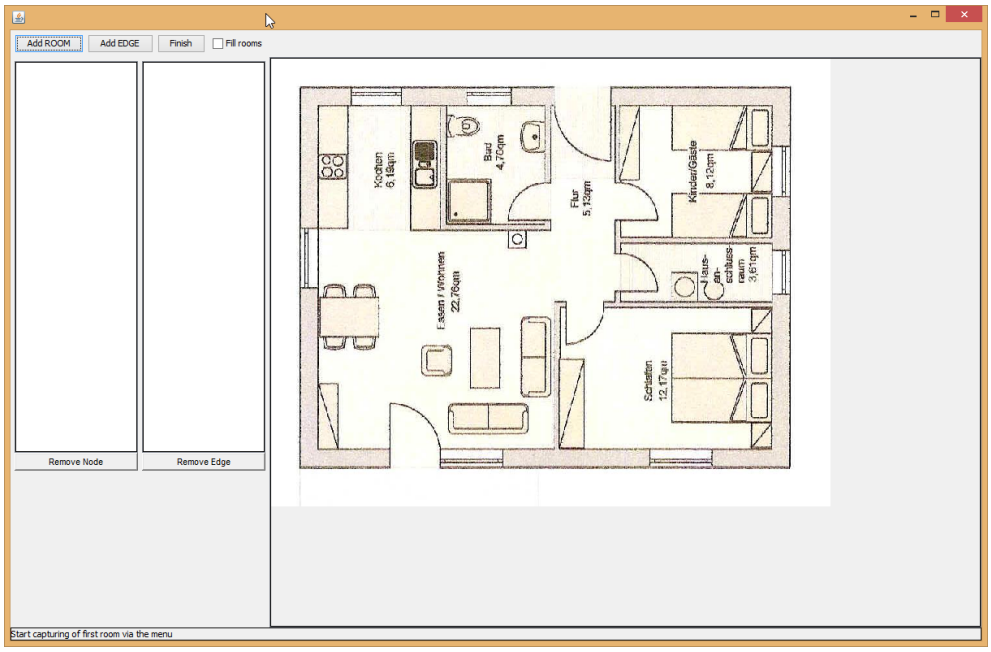

Figure 1.1: Graph Creator

On the top, there are three buttons to add rooms, edges and finish the capturing process. To add a room, simply click on the button "New ROOM". The mouse cursor changes to a red circle when moving above the groundplan. Click in the middle of the room that shall be captured and the tool asks for the roomtype. Choose the type of the room and click on "Ok". The tool expects now the corners of this room, this can be seen by the new mouse cursor symbol: a small blue circle. Click into all corners of the room and finish the capturing process by using the right mouse button or click on "Finish ROOM". The room is now captured and displayed in the groundplan in slightly lighter colors. The id of the room is automatically retrieved from Gephi and the room data is synchronized with Gephi (and already displayed).

To add an edge, click on the button "Add EDGE". The cursor changes to a red circle with a "1" inside to indicate the starting of the edge. Click on one (already captured) room center, the cursor will change to a red circle with a "2" inside. Click on the second room and the tool will ask for the connection type. Select the corresponding connection type, the edge capturing is exited automatically.

The third button "Finish" has to be clicked at the end of the capturing process. Although the data is already synchronized with Gephi, this button creates all necessary previously defined attributes.

The tickbox "Fill rooms" fills the inside of all rooms. This is a help for the user to see if all rooms have been captured or if there are still white spaces in the groundplan. On the left side of the GUI, there is a list of all captured nodes and edges with its id and roomtype. If one is selected, he can be deleted by clicking on the bottom button "Remove Node" respectively "Remove Edge".

On the bottom of the GUI is a hint list that helps with the next step or confirms the successful termination of the previous step.

And finally on the right side of the GUI, the previously selected groundplan of the graph is displayed with all captured edges and nodes. This part allows zooming in and out to improve the capturing process.

1.2.2 History Function

The history functionality allows to backup the current configuration in Gephi to a history. The stored configuration gets an id and a date. Additionally, a custom description can be added if favored. If e.g. some changes shall be undone, a stored configuration can be loaded by selecting the desired configuration and clicking on "Load selected configuration". Moreover, the history can also be cleared. Technically, when saving a configuration, the complete "∗.gephi" file is stored into a sub-directory of the main file (called "GephiHistory"). This is why the user needs to have writing rights at the location of the file. In addition, a log file is generated that stores the id, time and description.

Here is the UI:

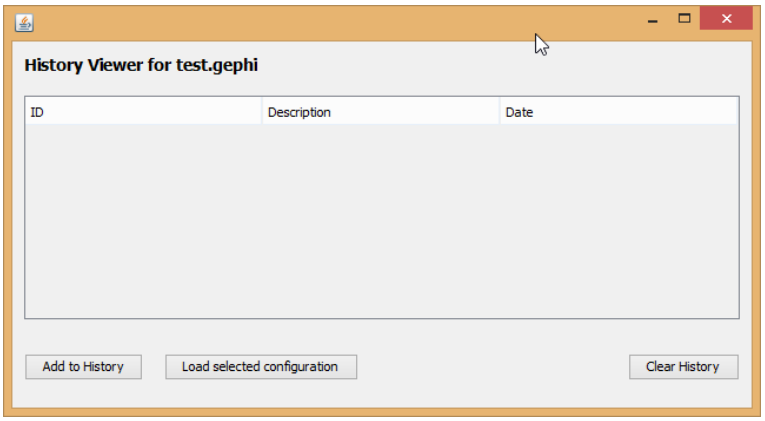

Figure 1.2: History Function

1.2.3 Layout

The possibility to display layouts is integrated in Gephi and allows the programmer to add a custom layout into the layout list. The layout for this plug-in supports two visualization methods:

1.2.3.1 Groundplan mode:

The "groundplan mode" adds the room geometry around the nodes. The node is seen as center of the room and the room geometry is placed around the current location of the node. In addition, the layout modifies the visual appearance of the graph. It adds node and edge labels according to previous entered data. The edges are coloured and its weight is set according to predefined values.

The following figure shows an example with nodes before applying the layout (left) and after (right).

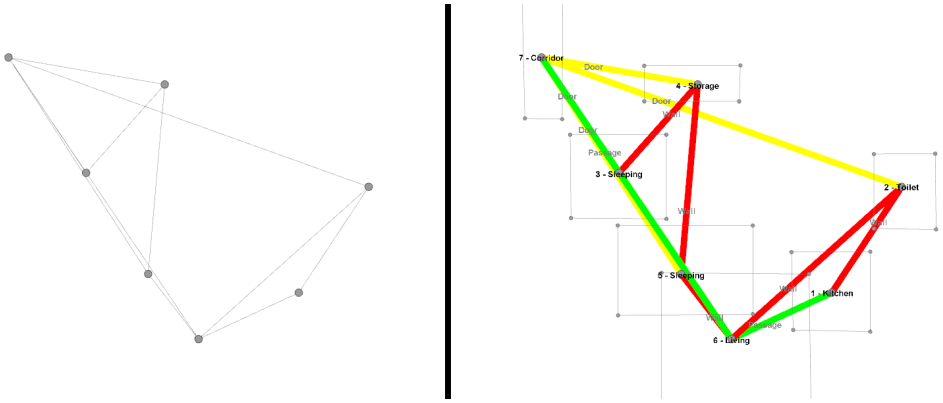

Figure 1.3: Layout: Groundplan mode

Once the layout is stopped, the room geometry is removed. Only the labels and edge coloring remains.

1.2.3.2 Editing mode:

The "editing mode" works the same as the previously described "groundplan mode", but first moves the room nodes to its "original location" in the groundplan according to the AGraphML-data. Other than that it works the same way as the "groundplan mode". A visual display is shown here:

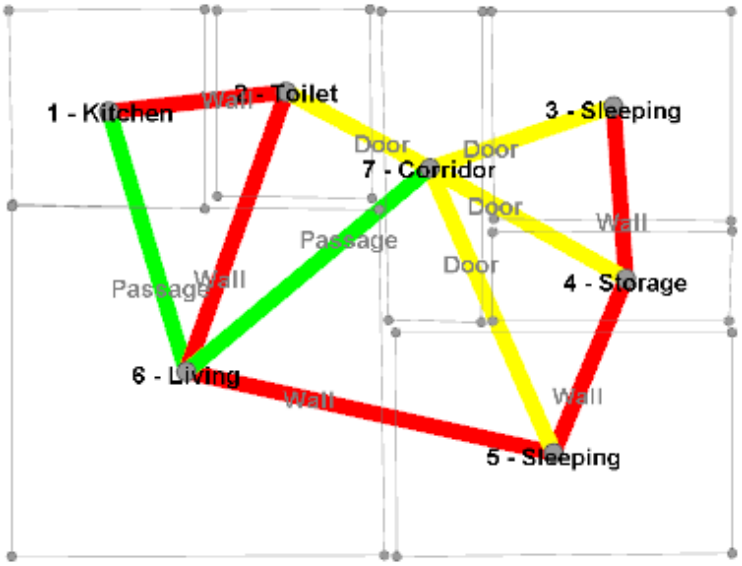

Figure 1.4: Layout: Editing mode

1.2.4 Visualization Helper

There are two helper tools implemented that optimize the graphical evaluation of the graphs.

1.2.4.1 Colorizer

The "Colorizer" colors the nodes according to its attribute characteristics. The UI is shown in the following figure:

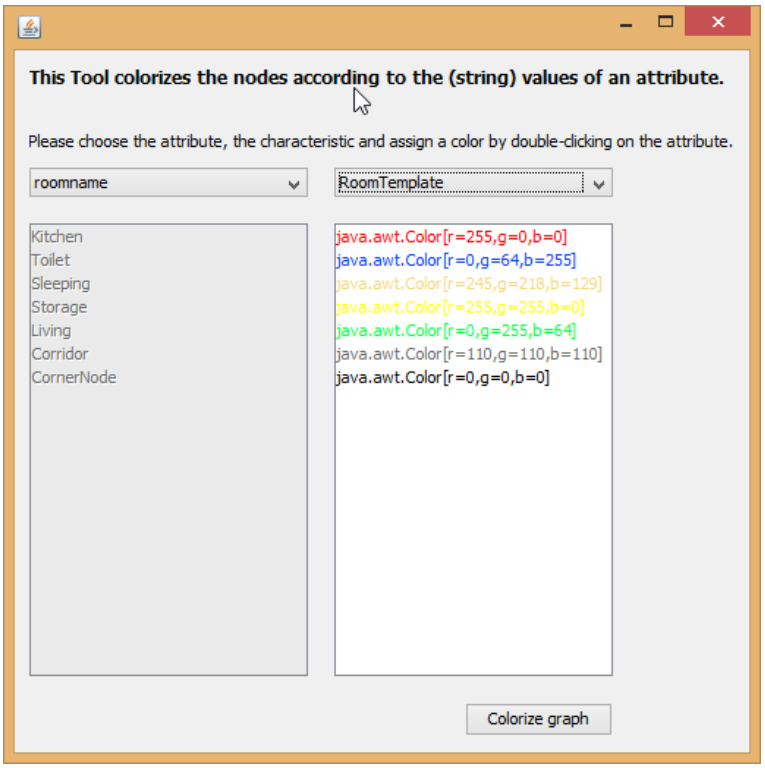

Figure 1.5: UI of Colorizer

The left drop down field allows to choose an attribute, its occurring characteristics are shown in the list below. A color can be chosen by double clicking on the corresponding list item in the left list. Some predefined coloring templates exist. They can be set in the right drop down list. A reset sets all nodes and edges to black.

1.2.4.2 WeightManager

The weight manager sets the weight of the edges and therewith the thickness of the edges in the visualization of the graph. It works according to the same principals as the Colorizer. Note that useful thickness increments are between 0 and 1. Its UI looks like this:

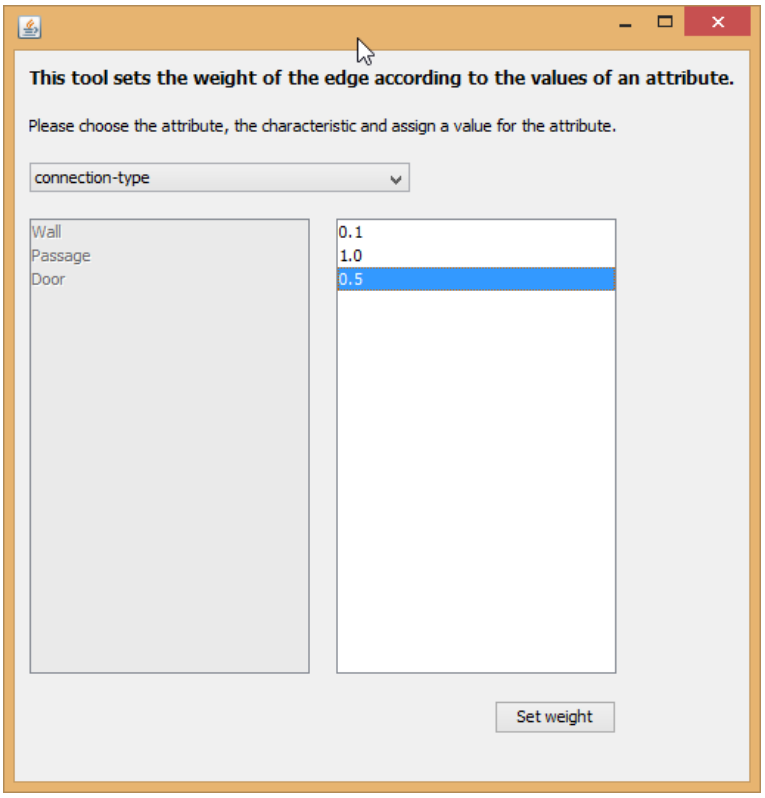

Figure 1.6: UI of WeightManager

1.2.5 Exporter

To export the data, an internal exporter to the GraphML-format is used. As the final AGraphML-fileformat was only defined at the end of the development process, the exported data does not fit the AGraphML-specification. The connection to the Neo4J-database is also not implemented and data can't be exported to Neo4J. The connection to the "ar:searchbox" is also only manually possible.

1.3 Installation

For installation instructions, refer to "install.md". Note that JDK version 7 is necessary to run Gephi.

1.4 Architecture

The architecture is described in a separate documentation that can be found under http://gitlab.ai.ar.tum.de/ksd-research-group/ksd-documentation-gephi-grasshopper-agraphml-plugins

1.5 Directories

- **RefMan.html**:

  This help file as html

- **RefMan.pdf**:

  This help file as pdf

- **README.md**:
  Short introduction of this project for the Gitlab main page
- **install.md**:
  Installation instruction of this project
- **build.xml**:
  File from NetBeans project
- **manifest.mf**:
  File from NetBeans project
- **source**:
  Folder for source files of this project
- **nbproject**:
  Project files from NetBeans
- **doc**:
  Contains all components like descriptions and graphics for publication and documentation of this software
  - **Main_en.md**:
    Contains the user documentation of this system in English
  - **Doxyfile**:
    Doxygen-Configuration file
  - **make.bat**:
    Batch file that starts the document generation with doxygen and MiXteX
  - **pictures**:
    Contains all used graphics
  - **publication**:
    Contains all necessary files for publishing the plug-in at the Gephi marketplace
  - **install**:
    Contains the installation instructions as DOCX and PDF file

1.6 Publication

This plug-in has been published in the Gephi Marketplace and can be found under https://marketplace.gephi.org/plugin/architectural-graphml/

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

graphml.architecture.common.Constants . . . 12
graphml.architecture.create.controller.Controller . . . 17
graphml.architecture.layout.CustomComboBoxEditor . . . 19
graphml.architecture.create.model.DataInterface . . . 19
    graphml.architecture.create.model.Storage . . . 45
graphml.architecture.create.model.DataLoaderGephi . . . 22
graphml.architecture.create.controller.ImageLoader . . . 28
JFrame
    graphml.architecture.colorizer.Colorizer . . . 12
    graphml.architecture.colorizer.WeightManager . . . 49
    graphml.architecture.history.HistoryFrame . . . 28
graphml.architecture.create.model.MessageHandler . . . 35
graphml.architecture.common.MyEdge . . . 36
graphml.architecture.common.MyNode . . . 41
graphml.architecture.create.view.Subscriber . . . 48
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MouseWheelListener
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PropertyEditorSupport
TopComponent
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Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

graphml.architecture.create.ArchitecturalGraphMLTopComponent . . . 11
graphml.architecture.colorizer.Colorizer . . . 12
graphml.architecture.common.Constants . . . 12
graphml.architecture.create.controller.Controller . . . 17
graphml.architecture.layout.CustomComboBoxEditor . . . 19
graphml.architecture.create.model.DataInterface . . . 19
graphml.architecture.create.model.DataLoaderGephi . . . 22
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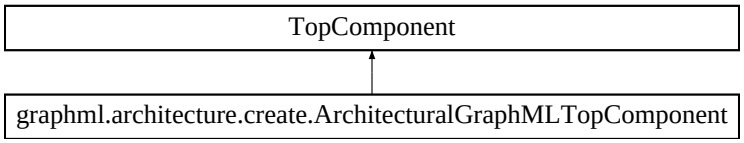
Chapter 4

Class Documentation

4.1 graphml.architecture.create.ArchitecturalGraphMLTopComponent Class Reference

Inheritance diagram for graphml.architecture.create.ArchitecturalGraphMLTopComponent:



Public Member Functions

- ArchitecturalGraphMLTopComponent ()
- void componentOpened ()
- void componentClosed ()

4.1.1 Detailed Description

Top component which displays something. This class is a panel in the Gephi-Userinterface (As this class is mostly generated automatically, not all code is commented)

4.1.2 Constructor & Destructor Documentation

4.1.2.1 graphml.architecture.create.ArchitecturalGraphMLTopComponent.ArchitecturalGraphMLTopComponent ( ) [inline]

default constructor

4.1.3 Member Function Documentation

4.1.3.1 void graphml.architecture.create.ArchitecturalGraphMLTopComponent.componentClosed ( ) [inline]

Overrides method componentClosed() with empty method

4.1.3.2 void graphml.architecture.create.ArchitecturalGraphMLTopComponent.componentOpened ( ) [inline]

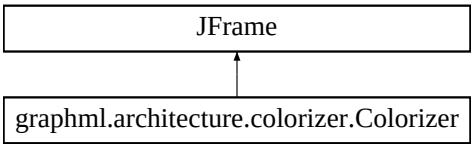
Overrides method componentOpened() with empty method

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/ArchitecturalGraphMLTopComponent.java

4.2 graphml.architecture.colorizer.Colorizer Class Reference

Inheritance diagram for graphml.architecture.colorizer.Colorizer:



Public Member Functions

- Colorizer ()

4.2.1 Detailed Description

This class holds the Colorizer GUI (Parts of this class are generated automatically by NetBeans and therewith don't contain Javadoc-Code)

Author

Thomas Stocker

4.2.2 Constructor & Destructor Documentation

4.2.2.1 graphml.architecture.colorizer.Colorizer.Colorizer ( ) [inline]

Constructor creates new form Colorizer

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/colorizer/Colorizer.java

4.3 graphml.architecture.common.Constants Class Reference

Classes

- enum **Actions**
- enum **Cursor**

Static Public Attributes

- static final String[] edgeType = {"DOOR", "ENTRANCE", "PASSAGE", "SLAB", "STAIRS", "WALL", "WINDOW"}
- static final Color[] edgeTypeColor = {Color.YELLOW, Color.YELLOW, Color.GREEN, Color.RED, Color.YELLOW, Color.RED, Color.YELLOW}
- static final Double[] edgeTypeWeight = {0.5, 0.5, 1.0, 0.1, 0.75, 0.01, 0.5}
- static final String[] roomType = {"ROOM", "KITCHEN", "LIVING", "SLEEPING", "WORKING", "CORRIDOR", "TOILET", "BATH", "EXTERIOR", "STORAGE", "BUILDINGSERVICES", "CHILDREN", "PARKING"}
- static final String[] rows = {"Editing mode", "Groundplan mode"}
- static final String attrId = "Id"
- static final String attrRoomType = "roomType"
- static final String attrName = "name"
- static final String attrCenter = "center"
- static final String attrCorners = "corners"
- static final String attrWindowExist = "windowExist"
- static final String attrEnclosedRoom = "enclosedRoom"
- static final String attrArea = "area"
- static final String attrLight = "light"
- static final String attrPrivacy = "privacy"
- static final String attrZone = "zone"
- static final String attrIsCornerNode = "isCornerNode"
- static final String[] newColumnsNode = {attrId, attrRoomType, attrName, attrCenter, attrCorners, attrWindowExist, attrEnclosedRoom, attrArea, attrLight, attrPrivacy, attrZone, attrIsCornerNode}
- static final AttributeType[] newColumnsNodeType = {AttributeType.STRING, AttributeType.STRING, AttributeType.STRING, AttributeType.STRING, AttributeType.STRING, AttributeType.BOOLEAN, AttributeType.BOOLEAN, AttributeType.FLOAT, AttributeType.INT, AttributeType.INT, AttributeType.STRING, AttributeType.BOOLEAN}
- static final String attrEdgeType = "edgeType"
- static final String attrWeight = "weight"
- static final String attrLinearDistance = "linearDistance"
- static final String attrPosition = "position"
- static final String attrWalkingDistance = "walkingDistance"
- static final String attrFeltDistance = "feltDistance"
- static final String attrViewRelation = "viewRelation"
- static final String[] newColumnsEdge = {attrId, attrEdgeType, attrWeight, attrLinearDistance, attrPosition, attrWalkingDistance, attrFeltDistance, attrViewRelation}
- static final AttributeType[] newColumnsEdgeType = {AttributeType.STRING, AttributeType.STRING, AttributeType.FLOAT, AttributeType.FLOAT, AttributeType.STRING, AttributeType.FLOAT, AttributeType.FLOAT, AttributeType.INT}
- static final URL urlAddNode = Constants.class.getClassLoader().getResource("graphml/architecture/images/cursor-AddNodeCenter.png")
- static final URL urlAddCorner = Constants.class.getClassLoader().getResource("graphml/architecture/images/cursor-AddCorner.png")
- static final URL urlStartEdge = Constants.class.getClassLoader().getResource("graphml/architecture/images/cursor-StartEdge.png")
- static final URL urlFinishEdge = Constants.class.getClassLoader().getResource("graphml/architecture/images/cursor-FinishEdge.png")

4.3.1 Detailed Description

This class contains all constants so that they can be changed easily

Author

Thomas Stocker

4.3.2 Member Data Documentation

4.3.2.1 final String graphml.architecture.common.Constants.attrArea = "area" [static]

Attribute name definition for are

4.3.2.2 final String graphml.architecture.common.Constants.attrCenter = "center" [static]

Attribute name definition for center

4.3.2.3 final String graphml.architecture.common.Constants.attrCorners = "corners" [static]

Attribute name definition for corners

4.3.2.4 final String graphml.architecture.common.Constants.attrEdgeType = "edgeType" [static]

Attribute name definition for edge type

4.3.2.5 final String graphml.architecture.common.Constants.attrEnclosedRoom = "enclosedRoom" [static]

Attribute name definition for enclosed room

4.3.2.6 final String graphml.architecture.common.Constants.attrFeltDistance = "feltDistance" [static]

Attribute name definition for felt distance

4.3.2.7 final String graphml.architecture.common.Constants.attrId = "id" [static]

Attribute name definition for ID

4.3.2.8 final String graphml.architecture.common.Constants.attrIsCornerNode = "isCornerNode" [static]

Attribute name definition for corner node

4.3.2.9 final String graphml.architecture.common.Constants.attrLight = "light" [static]

Attribute name definition for light

4.3.2.10 final String graphml.architecture.common.Constants.attrLinearDistance = "linearDistance" [static]

Attribute name definition for linear distance

4.3.2.11 final String graphml.architecture.common.Constants.attrName = "name" [static]

Attribute name definition for name

4.3.2.12 final String graphml.architecture.common.Constants.attrPosition = "position" [static]

Attribute name definition for position

4.3.2.13 final String graphml.architecture.common.Constants.attrPrivacy = "privacy" [static]

Attribute name definition for privacy

4.3.2.14 final String graphml.architecture.common.Constants.attrRoomType = "roomType" [static]

Attribute name definition for roomType

4.3.2.15 final String graphml.architecture.common.Constants.attrViewRelation = "viewRelation" [static]

Attribute name definition for view relation

4.3.2.16 final String graphml.architecture.common.Constants.attrWalkingDistance = "walkingDistance" [static]

Attribute name definition for walking distance

4.3.2.17 final String graphml.architecture.common.Constants.attrWeight = "weight" [static]

Attribute name definition for weight

4.3.2.18 final String graphml.architecture.common.Constants.attrWindowExist = "windowExist" [static]

Attribute name definition for attribute if window exists

4.3.2.19 final String graphml.architecture.common.Constants.attrZone = "zone" [static]

Attribute name definition for zone

4.3.2.20 final String [] graphml.architecture.common.Constants.edgeType = {"DOOR", "ENTRANCE", "PASSAGE", "SLAB", "STAIRS", "WALL", "WINDOW"} [static]

Listing of different possible edge types according to AGraphML specification

4.3.2.21 final Color [] graphml.architecture.common.Constants.edgeTypeColor = {Color.YELLOW, Color.YELLOW, Color.GREEN, Color.RED, Color.YELLOW, Color.RED, Color.YELLOW} [static]

Definition of the color of the edge types (order corresponding to edgeType), for colorize template

4.3.2.22 final Double [] graphml.architecture.common.Constants.edgeTypeWeight = {0.5, 0.5, 1.0, 0.1, 0.75, 0.01, 0.5} [static]

Definition of the weight of the edge types (order corresponding to edgeType), for colorize template

4.3.2.23 final String [] graphml.architecture.common.Constants.newColumnsEdge = {attrId, attrEdgeType, attrWeight, attrLinearDistance, attrPosition, attrWalkingDistance, attrFeltDistance, attrViewRelation} [static]

Listing of all new edge columns that will be added

4.3.2.24 final AttributeType [ ] graphml.architecture.common.Constants.newColumnsEdgeType = {AttributeType.STRING, AttributeType.STRING, AttributeType.FLOAT, AttributeType.FLOAT, AttributeType.STRING, AttributeType.FLOAT, AttributeType.FLOAT, AttributeType.INT} [static]

Type of those newcolumns

4.3.2.25 final String [ ] graphml.architecture.common.Constants.newColumnsNode = {attrId, attrRoomType, attrName, attrCenter, attrCorners, attrWindowExist, attrEnclosedRoom, attrArea, attrLight, attrPrivacy, attrZone, attrIsCornerNode} [static]

Listing of all new node columns that will be added

4.3.2.26 final AttributeType [ ] graphml.architecture.common.Constants.newColumnsNodeType = {AttributeType.STRING, AttributeType.STRING, AttributeType.STRING, AttributeType.STRING, AttributeType.STRING, AttributeType.BOOLEAN, AttributeType.BOOLEAN, AttributeType.FLOAT, AttributeType.INT, AttributeType.INT, AttributeType.STRING, AttributeType.BOOLEAN} [static]

Listing of the type of the new columns

4.3.2.27 final String [ ] graphml.architecture.common.Constants.roomType = {"ROOM", "KITCHEN", "LIVING", "SLEEPING", "WORKING", "CORRIDOR", "TOILET", "BATH", "EXTERIOR", "STORAGE", "BUILDINGSERVICES", "CHILDREN", "PARKING"} [static]

Listing of different possible room types according to AGraphML specification

4.3.2.28 final String [ ] graphml.architecture.common.Constants.rows = {"Editing mode", "Groundplan mode"} [static]

The two different layout modes

4.3.2.29 final URL graphml.architecture.common.Constants.urlAddCorner = Constants.class.getClassLoader().getResource("graphml/architecture/images/cursorAddCorner.png") [static]

URL of the cursor for adding a corner

4.3.2.30 final URL graphml.architecture.common.Constants.urlAddNode = Constants.class.getClassLoader().getResource("graphml/architecture/images/cursorAddNodeCenter.png") [static]

URL of the cursor for adding a node

4.3.2.31 final URL graphml.architecture.common.Constants.urlFinishEdge = Constants.class.getClassLoader().getResource("graphml/architecture/images/cursorFinishEdge.png") [static]

URL of the cursor for finishing an edge

4.3.2.32 final URL graphml.architecture.common.Constants.urlStartEdge = Constants.class.getClassLoader().getResource("graphml/architecture/images/cursorStartEdge.png") [static]

URL of the cursor for starting an edge

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/common/Constants.java

4.4 graphml.architecture.create.controller.Controller Class Reference

Inherits graphml.architecture.create.controller.Publisher.

Public Member Functions

- Controller ()
- void deleteNode (MyNode n)
- void deleteEdge (MyEdge e)
- void addEdge (MyEdge edge)
- void addNodeStart ()
- void addNodeEnd ()
- void addEdgeStart ()
- void addEdgeEnd ()
- void abortClicked ()
- void checkBoxChanged (boolean checked)
- void finishedClicked ()
- MyNode searchNearestNode (Point p)

4.4.1 Detailed Description

This class is the controller with the whole business logic

Author

Thomas Stocker

4.4.2 Constructor & Destructor Documentation

4.4.2.1 graphml.architecture.create.controller.Controller.Controller ( ) [inline]

Constructor

4.4.3 Member Function Documentation

4.4.3.1 void graphml.architecture.create.controller.Controller.abortClicked ( ) [inline]

This method handles the action, when "Abort" is clicked

4.4.3.2 void graphml.architecture.create.controller.Controller.addEdge (MyEdge *edge*) [inline]

This method adds an edge

Parameters

edge	edge to be added

4.4.3.3 void graphml.architecture.create.controller.Controller.addEdgeEnd ( ) [inline]

This method notifies, if the capturing of an edge has been aborted by clicking on finish

4.4.3.4 void graphml.architecture.create.controller.Controller.addEdgeStart ( ) [inline]

This method starts capturing of an edge

4.4.3.5 void graphml.architecture.create.controller.Controller.addNodeEnd ( ) [inline]

This method finished the capturing of a node

4.4.3.6 void graphml.architecture.create.controller.Controller.addNodeStart ( ) [inline]

This method sets the tooltip and sets the action for the subscribers

4.4.3.7 void graphml.architecture.create.controller.Controller.checkBoxChanged (boolean *checked*) [inline]

This method handles the action, when the checkbox is changed

Parameters

checked	state of the checkbox

4.4.3.8 void graphml.architecture.create.controller.Controller.deleteEdge (MyEdge *e*) [inline]

This method deletes the edge

Parameters

e	the edge to be deleted

4.4.3.9 void graphml.architecture.create.controller.Controller.deleteNode (MyNode *n*) [inline]

This method deletes a node

Parameters

n	the node to be deleted

4.4.3.10 void graphml.architecture.create.controller.Controller.finishedClicked ( ) [inline]

This method handles the action, when "finish" is clicked

4.4.3.11 MyNode graphml.architecture.create.controller.Controller.searchNearestNode (Point *p*) [inline]

This method searches for the nearest node

Parameters

p	the point around which the node is searched

Returns

the nearest node; null if not found

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/controller/Controller.-java

4.5 graphml.architecture.layout.CustomComboBoxEditor Class Reference

Inherits graphml.architecture.layout.AbstractProjectionPropertyEditor.

Public Member Functions

- CustomComboBoxEditor ()

4.5.1 Detailed Description

This class is an implementation of the abstract class AbstractProjectionPropertyEditor to provide a ComboBox

Author

Thomas Stocker

4.5.2 Constructor & Destructor Documentation

4.5.2.1 graphml.architecture.layout.CustomComboBoxEditor.CustomComboBoxEditor ( ) [inline]

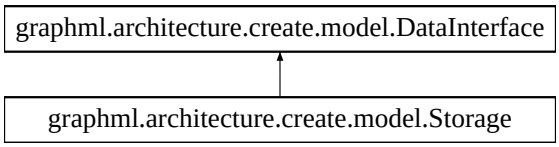
Constructor

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/layout/Custom-ComboBoxEditor.java

4.6 graphml.architecture.create.model.DataInterface Interface Reference

Inheritance diagram for graphml.architecture.create.model.DataInterface:



Public Member Functions

- boolean initialize ()
- ArrayList< MyNode > getNodes ()
- ArrayList< MyEdge > getEdges ()
- boolean addNode (MyNode n)
- boolean addEdge (MyEdge e)
- boolean deleteNode (MyNode n)
- boolean deleteEdge (MyEdge e)
- boolean loadDataFromGephi ()

4.6.1 Detailed Description

This is the interface for the controller to get the data

Author

Thomas Stocker

4.6.2 Member Function Documentation

4.6.2.1 boolean graphml.architecture.create.model.DataInterface.addEdge (MyEdge *e*)

This method adds an edge to gephi

Parameters

e	the edge

Returns

true if successful, false otherwise

Implemented in graphml.architecture.create.model.Storage.

4.6.2.2 boolean graphml.architecture.create.model.DataInterface.addNode (MyNode *n*)

This method adds a node to gephi

Parameters

n	the node

Returns

true if successful, false otherwise

Implemented in graphml.architecture.create.model.Storage.

4.6.2.3 boolean graphml.architecture.create.model.DataInterface.deleteEdge (MyEdge *e*)

This method deletes an edge from gephi

Parameters

e	the edge

Returns

true if successful, false otherwise

Implemented in graphml.architecture.create.model.Storage.

4.6.2.4 boolean graphml.architecture.create.model.DataInterface.deleteNode (MyNode *n*)

This method deletes a node from gephi

Parameters

n	the node

Returns

true if successful, false otherwise

Implemented in graphml.architecture.create.model.Storage.

4.6.2.5 ArrayList<MyEdge> graphml.architecture.create.model.DataInterface.getEdges ( )

This method returns all edges

Returns

list with all edges

Implemented in graphml.architecture.create.model.Storage.

4.6.2.6 ArrayList<MyNode> graphml.architecture.create.model.DataInterface.getNodes ( )

This method returns all nodes

Returns

list with nodes

Implemented in graphml.architecture.create.model.Storage.

4.6.2.7 boolean graphml.architecture.create.model.DataInterface.initialize ( )

This method initializes the storage and should be called at the beginning

Returns

true if init was successful, false otherwise

Implemented in graphml.architecture.create.model.Storage.

4.6.2.8 boolean graphml.architecture.create.model.DataInterface.loadDataFromGephi ( )

This method loads all data from Gephi

Returns

true if successful, false otherwise

Implemented in graphml.architecture.create.model.Storage.

The documentation for this interface was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/model/DataInterface.java

4.7 graphml.architecture.create.model.DataLoaderGephi Class Reference

Public Member Functions

- boolean initialize ()
- boolean addNodeToGephi (MyNode n)
- boolean addEdgeToGephi (MyEdge e)
- boolean deleteNodeFromGephi (MyNode n)
- boolean deleteEdgeFromGephi (MyEdge e)
- ArrayList< MyNode > getNodes ()
- ArrayList< MyEdge > getEdges (ArrayList< MyNode > nodes)
- ArrayList< MyNode > getNodesFromGephi ()
- ArrayList< MyEdge > getEdgesFromGephi (ArrayList< MyNode > nodes)

4.7.1 Detailed Description

This class implements the direct connection to Gephi

Author

Thomas Stocker

4.7.2 Member Function Documentation

4.7.2.1 boolean graphml.architecture.create.model.DataLoaderGephi.addEdgeToGephi (MyEdge *e*) [inline]

This method adds an edge

Parameters

e	the edge

Returns

true if successful, false otherwise

4.7.2.2 boolean graphml.architecture.create.model.DataLoaderGephi.addNodeToGephi (MyNode *n*) [inline]

This method adds a node

Parameters

n	the ndoe

Returns

true if successful, false otherwise

4.7.2.3 boolean graphml.architecture.create.model.DataLoaderGephi.deleteEdgeFromGephi (MyEdge *e*) [inline]

This method deletes an edge

Parameters

e	the edge

Returns

true if successful, false otherwise

4.7.2.4 boolean graphml.architecture.create.model.DataLoaderGephi.deleteNodeFromGephi (MyNode *n*) [inline]

This method deletes a node

Parameters

n	the node

Returns

true if successful, false otherwise

4.7.2.5 ArrayList<MyEdge> graphml.architecture.create.model.DataLoaderGephi.getEdges (ArrayList< MyNode > *nodes*) [inline]

This method returns all edges (from a temporary copy)

Parameters

nodes	list with all nodes to create the edge attribute

Returns

the list with all edges

4.7.2.6 ArrayList<MyEdge> graphml.architecture.create.model.DataLoaderGephi.getEdgesFromGephi (ArrayList< MyNode > *nodes*) [inline]

This method loads all edges from gephi and converts them suitable for the plugin

Parameters

nodes	List of all nodes

Returns

the edge list

4.7.2.7 ArrayList<MyNode> graphml.architecture.create.model.DataLoaderGephi.getNodes ( ) [inline]

This method returns all nodes (from a temporary copy)

Returns

list of nodes

4.7.2.8 ArrayList<MyNode> graphml.architecture.create.model.DataLoaderGephi.getNodesFromGephi ( ) [inline]

This method loads all nodes from gephi and converts them suitable for the plugin

Returns

the node list

4.7.2.9 boolean graphml.architecture.create.model.DataLoaderGephi.initialize ( ) [inline]

This method initalizes the connection

Returns

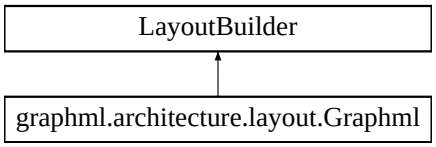
true if successful, false otherwise

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/model/DataLoaderGephi.java

4.8 graphml.architecture.layout.Graphml Class Reference

Inheritance diagram for graphml.architecture.layout.Graphml:



Public Member Functions

- String getName ()
- Layout buildLayout ()
- LayoutUI getUI ()

4.8.1 Detailed Description

This class is the base for the new layout and implements the LayoutBuilder and it opens the layout when initialized.

Author

Thomas Stocker

4.8.2 Member Function Documentation

4.8.2.1 Layout graphml.architecture.layout.Graphml.buildLayout ( ) [inline]

Starts the layout

Returns

the layout

4.8.2.2 String graphml.architecture.layout.Graphml.getName ( ) [inline]

Returns the name of the Layout

Returns

name of the layout

4.8.2.3 LayoutUI graphml.architecture.layout.Graphml.getUI ( ) [inline]

Returns the UI

Returns

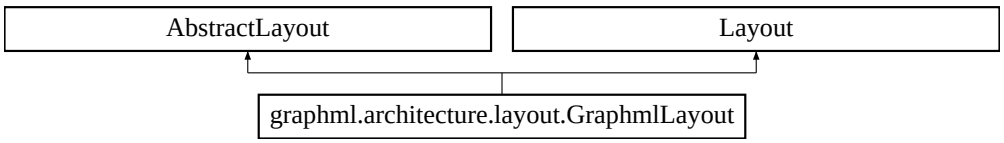
the UI

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/layout/Graphml.-java

4.9 graphml.architecture.layout.GraphmlLayout Class Reference

Inheritance diagram for graphml.architecture.layout.GraphmlLayout:



Public Member Functions

- GraphmlLayout (LayoutBuilder layoutBuilder)
- void initAlgo ()
- void goAlgo ()
- boolean canAlgo ()
- void endAlgo ()
- LayoutProperty[] getProperties ()
- String getMethod ()
- void setMethod (String visualization)
- void resetPropertiesValues ()

4.9.1 Detailed Description

This class contains the layout

Author

Thomas Stocker

4.9.2 Constructor & Destructor Documentation

4.9.2.1 graphml.architecture.layout.GraphmlLayout.GraphmlLayout (LayoutBuilder *layoutBuilder*) [inline]

Constructor

Parameters

layoutBuilder	the layout builder so that he can be retrieved

4.9.3 Member Function Documentation

4.9.3.1 boolean graphml.architecture.layout.GraphmlLayout.canAlgo ( ) [inline]

Method to check, if the algo can be executed

Returns

indicator, if algo can be executed

4.9.3.2 void graphml.architecture.layout.GraphmlLayout.endAlgo ( ) [inline]

Overridden method that is executed, when the algorithm ends

4.9.3.3 String graphml.architecture.layout.GraphmlLayout.getMethod ( ) [inline]

This method returns the name of the selected visualization method

Returns

the name of the method

4.9.3.4 LayoutProperty [ ] graphml.architecture.layout.GraphmlLayout.getProperties ( ) [inline]

This method sets the layout-properties (like values etc)

Returns

the list with all layout properties

4.9.3.5 void graphml.architecture.layout.GraphmlLayout.goAlgo ( ) [inline]

Overriden method to perform layout

4.9.3.6 void graphml.architecture.layout.GraphmlLayout.initAlgo ( ) [inline]

Overridden method to initialize the algorithm

4.9.3.7 void graphml.architecture.layout.GraphmlLayout.resetPropertiesValues ( ) [inline]

This method should reset the properties values (not necessary)

4.9.3.8 void graphml.architecture.layout.GraphmlLayout.setMethod (String *visualization*) [inline]

This method sets the name of the visualization method

Parameters

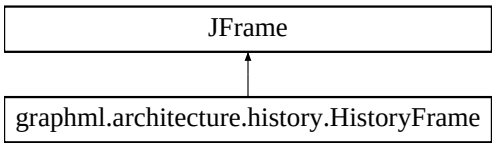
visualization	the name of the method

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/layout/GraphmlLayout.java

4.10 graphml.architecture.history.HistoryFrame Class Reference

Inheritance diagram for graphml.architecture.history.HistoryFrame:



Public Member Functions

- HistoryFrame ()

4.10.1 Detailed Description

This class represents the HistoryManager-UI (Parts of this class are generated automatically by NetBeans and therewith don't contain Javadoc-Code)

Author

Thomas Stocker

4.10.2 Constructor & Destructor Documentation

4.10.2.1 graphml.architecture.history.HistoryFrame.HistoryFrame ( ) [inline]

Constructor creates new form HistoryFrame

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/history/HistoryFrame.java

4.11 graphml.architecture.create.controller.ImageLoader Class Reference

Static Public Member Functions

- static void loadImage (JFrame f, ImagePanel imagePanel, MessageHandler messages)

4.11.1 Detailed Description

This class represents the (static) loading of an image

Author

Thomas Stocker

4.11.2 Member Function Documentation

4.11.2.1 static void graphml.architecture.create.controller.ImageLoader.loadImage (JFrame *f*, ImagePanel *imagePanel*, MessageHandler *messages*) [inline], [static]

This method loads an image

Parameters

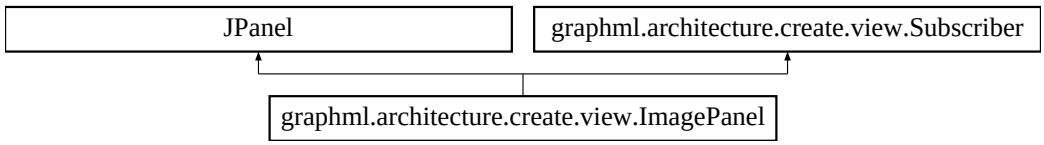
f	Pointer to MainFrame (for messages)
imagePanel	Pointer to the imagePanel to store the image
messages	Pointer to the MessageHandler to publish messages

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/controller/ImageLoader.java

4.12 graphml.architecture.create.view.ImagePanel Class Reference

Inheritance diagram for graphml.architecture.create.view.ImagePanel:



Public Member Functions

- ImagePanel (Controller controller)
- void setImage (BufferedImage image)
- void setCurrentNode (MyNode n)
- void zoom (boolean direction)
- void updateNodes (ArrayList< MyNode > room)
- void updateEdges (ArrayList< MyEdge > edges)
- double getScale ()
- void setCursor (Constants.Cursor cursorType)
- void setAction (Actions myAction)
- MyNode getCurrentNode ()
- void checkBoxChanged (boolean checked)

Protected Member Functions

- void paintComponent (Graphics g)

4.12.1 Detailed Description

This class holds the image panel

Author

Thomas

4.12.2 Constructor & Destructor Documentation

4.12.2.1 graphml.architecture.create.view.ImagePanel.ImagePanel (Controller *controller*) [inline]

Constructor

4.12.3 Member Function Documentation

4.12.3.1 void graphml.architecture.create.view.ImagePanel.checkBoxChanged (boolean *checked*) [inline]

This method handles the event, if the checkbox to fill the rectangle has been changed and updates the view

Parameters

checked	indicator wether the checkbox is checked or not

4.12.3.2 MyNode graphml.architecture.create.view.ImagePanel.getCurrentNode ( ) [inline]

This method returns the current node

Returns

the currently edited node

4.12.3.3 double graphml.architecture.create.view.ImagePanel.getScale ( ) [inline]

Gets the current scaling factor

Returns

current scaling factor

4.12.3.4 void graphml.architecture.create.view.ImagePanel.paintComponent (Graphics *g*) [inline], [protected]

This method overrides the paintComponent method to paint the image with its nodes and corners. This method is automatically called when repainted.

Parameters

g	the graphics of the panel

4.12.3.5 void graphml.architecture.create.view.ImagePanel.setAction (Actions *myAction*) [inline]

This method sets the action

Parameters

myAction	the action type

4.12.3.6 void graphml.architecture.create.view.ImagePanel.setCurrentNode (MyNode *n*) [inline]

This method adds the currently added node to be painted

Parameters

n	the new node

4.12.3.7 void graphml.architecture.create.view.ImagePanel.setCursor (Constants.Cursor *cursorType*) [inline]

This method sets the cursor of this panel

Parameters

cursorType	the type the cursor should have

4.12.3.8 void graphml.architecture.create.view.ImagePanel.setImage (BufferedImage *image*) [inline]

This method sets the image

Parameters

image	the image

4.12.3.9 void graphml.architecture.create.view.ImagePanel.updateEdges (ArrayList< MyEdge > *edges*) [inline]

Setter of edge-list

Parameters

edges	Edge-list

Implements graphml.architecture.create.view.Subscriber.

4.12.3.10 void graphml.architecture.create.view.ImagePanel.updateNodes (ArrayList< MyNode > *room*) [inline]

Setter of room-list

Parameters

room	Room-list

Implements graphml.architecture.create.view.Subscriber.

4.12.3.11 void graphml.architecture.create.view.ImagePanel.zoom (boolean *direction*) [inline]

Method to zoom into the image

Parameters

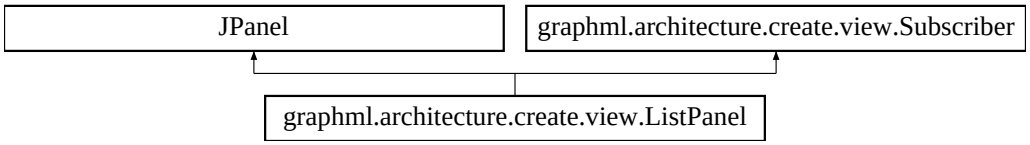
direction	direction of the mouse wheel

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/view/ImagePanel.java

4.13 graphml.architecture.create.view.ListPanel Class Reference

Inheritance diagram for graphml.architecture.create.view.ListPanel:



Public Member Functions

- ListPanel (Controller controller)
- void updateNodes (ArrayList< MyNode > n)
- void updateEdges (ArrayList< MyEdge > e)
- void setAction (Constants.Actions myAction)

4.13.1 Detailed Description

This class holds the list panel

Author

Thomas Stocker

4.13.2 Constructor & Destructor Documentation

4.13.2.1 graphml.architecture.create.view.ListPanel.ListPanel (Controller *controller*) [inline]

Constructor

4.13.3 Member Function Documentation

4.13.3.1 void graphml.architecture.create.view.ListPanel.setAction (Constants.Actions *myAction*) [inline]

This method from the Publisher-Subscriber-Pattern is not used

Parameters

myAction	the action-id

Implements graphml.architecture.create.view.Subscriber.

4.13.3.2 void graphml.architecture.create.view.ListPanel.updateEdges (ArrayList< MyEdge > *e*) [inline]

This method updates the edge lists, if new data is available

Implements graphml.architecture.create.view.Subscriber.

4.13.3.3 void graphml.architecture.create.view.ListPanel.updateNodes (ArrayList< MyNode > *n*) [inline]

This method updates the node lists, if new data is available

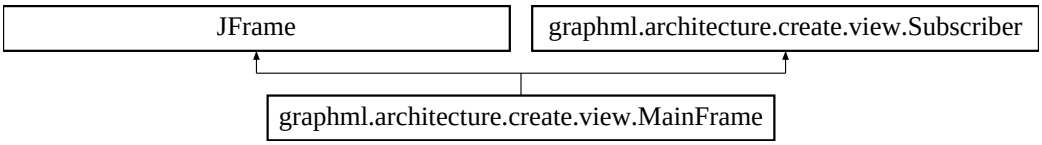
Implements graphml.architecture.create.view.Subscriber.

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/view/ListPanel.java

4.14 graphml.architecture.create.view.MainFrame Class Reference

Inheritance diagram for graphml.architecture.create.view.MainFrame:



Public Member Functions

- MainFrame (Controller controller, MainPanel mPanel)
- void setAction (Constants.Actions myAction)
- void updateEdges (ArrayList< MyEdge > e)
- void updateNodes (ArrayList< MyNode > n)

4.14.1 Detailed Description

This class is the main JFrame for the creation of the GraphML nodes and edges

Author

Thomas Stocker

4.14.2 Constructor & Destructor Documentation

4.14.2.1 graphml.architecture.create.view.MainFrame.MainFrame (Controller *controller,* MainPanel *mPanel*) [inline]

Constructor

Parameters

controller	connection to controller
mPanel	the main panel to be added to the frame

4.14.3 Member Function Documentation

4.14.3.1 void graphml.architecture.create.view.MainFrame.setAction (Constants.Actions *myAction*) [inline]

This method sets the action that shall be performed when the action changes

Parameters

myAction	the current action

Implements graphml.architecture.create.view.Subscriber.

4.14.3.2 void graphml.architecture.create.view.MainFrame.updateEdges (ArrayList< MyEdge > *e*) [inline]

This overridden method is not implemented

Parameters

e	

Implements graphml.architecture.create.view.Subscriber.

4.14.3.3 void graphml.architecture.create.view.MainFrame.updateNodes (ArrayList< MyNode > *n*) [inline]

This overriden method is not implemented

Parameters

n	

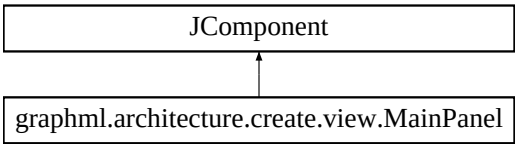
Implements graphml.architecture.create.view.Subscriber.

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/view/MainFrame.java

4.15 graphml.architecture.create.view.MainPanel Class Reference

Inheritance diagram for graphml.architecture.create.view.MainPanel:



Public Member Functions

- MainPanel (ImagePanel imagePanel, ListPanel listPanel)

4.15.1 Detailed Description

This is the main panel with the part for the edges, the image and the status message

Author

Thomas Stocker

4.15.2 Constructor & Destructor Documentation

4.15.2.1 graphml.architecture.create.view.MainPanel.MainPanel (ImagePanel *imagePanel,* ListPanel *listPanel*) [inline]

Constructor

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/view/MainPanel.java

4.16 graphml.architecture.create.model.MessageHandler Class Reference

Public Member Functions

- void setLabel (JLabel l)
- void setTooltip (String s)

Static Public Member Functions

- static MessageHandler getInstance ()
- static void showWizzardMessage (String s)
- static void showWizzardMessage (Component c, String s)
- static void showErrorMessage (String s)

4.16.1 Detailed Description

This class is a singleton that is responsible for the message handling

Author

Thomas Stocker

4.16.2 Member Function Documentation

4.16.2.1 static MessageHandler graphml.architecture.create.model.MessageHandler.getInstance ( ) [inline], [static]

Gets the singleton instance of the MessageHandler

Returns

the singleton instance

4.16.2.2 void graphml.architecture.create.model.MessageHandler.setLabel (JLabel *l*) [inline]

This method is responsible to set the tooltip Label

Parameters

l	Tooltip-Label

4.16.2.3 void graphml.architecture.create.model.MessageHandler.setTooltip (String *s*) [inline]

This method sets the tooltip label, if the label is set

Parameters

s	text to be set as tooltip

4.16.2.4 static void graphml.architecture.create.model.MessageHandler.showErrorMessage (String *s*) [inline], [static]

This method shows an error message with the given text

Parameters

s	text to be displayed

4.16.2.5 static void graphml.architecture.create.model.MessageHandler.showWizzardMessage (String *s*) [inline], [static]

This method shows a message dialog with the given string

Parameters

s	text to be displayed

4.16.2.6 static void graphml.architecture.create.model.MessageHandler.showWizzardMessage (Component *c*, String *s*) [inline], [static]

This method shows a message dialog with the given string

Parameters

c	Component (as context of the message)
s	text to be displayed

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/model/MessageHandler.java

4.17 graphml.architecture.common.MyEdge Class Reference

Public Member Functions

- MyEdge (MyNode node1, MyNode node2, String edgeType, int id)
- MyNode getNode1 ()
- MyNode getNode2 ()
- String getEdgeType ()
- String toString ()
- int getId ()

4.17.1 Detailed Description

This class represents an edge between two nodes that will be exported to Gephi

Author

Thomas Stocker

4.17.2 Constructor & Destructor Documentation

4.17.2.1 graphml.architecture.common.MyEdge.MyEdge (MyNode *node1,* MyNode *node2,* String *edgeType,* int *id*) [inline]

The constructor

Parameters

node1	the first node of the edge
node2	the second node of the edge
edgeType	the type of the edge
id	id of the edge

4.17.3 Member Function Documentation

4.17.3.1 String graphml.architecture.common.MyEdge.getEdgeType ( ) [inline]

This method returns the type of the edge

Returns

the type of the edge

4.17.3.2 int graphml.architecture.common.MyEdge.getId ( ) [inline]

This method returns the id of the edge

Returns

id of the edge

4.17.3.3 MyNode graphml.architecture.common.MyEdge.getNode1 ( ) [inline]

This method returns the first node of the edge

Returns

the first node

4.17.3.4 MyNode graphml.architecture.common.MyEdge.getNode2 ( ) [inline]

This method returns the second node of the edge

Returns

the second node

4.17.3.5 String graphml.architecture.common.MyEdge.toString ( ) [inline]

This method returns the corresponding two nodes and the edge type as string and overrides the "toString()" method

Returns

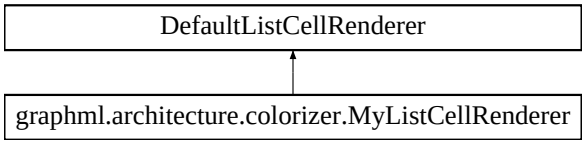
The following String is returned: "Edge from #ID to #ID (#EDGETYPE)"

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/common/MyEdge.java

4.18 graphml.architecture.colorizer.MyListCellRenderer Class Reference

Inheritance diagram for graphml.architecture.colorizer.MyListCellRenderer:



Public Member Functions

- Component getListCellRendererComponent (JList list, Object value, int index, boolean isSelected, boolean cellHasFocus)

4.18.1 Detailed Description

This class overwrites the ListCellRenderer to allow different background-colors in a table

Author

Thomas Stocker

4.18.2 Member Function Documentation

4.18.2.1 Component graphml.architecture.colorizer.MyListCellRenderer.getListCellRendererComponent (JList *list,* Object *value,* int *index,* boolean *isSelected,* boolean *cellHasFocus*) [inline]

Overwritten method to return list cell renderer component

Parameters

list	JList for super constructor
value	Object for super constructor
index	Index for super constructor
isSelected	Indicator if value is selected for super constructor
cellHasFocus	Indicator if cell has focus for super constructor

Returns

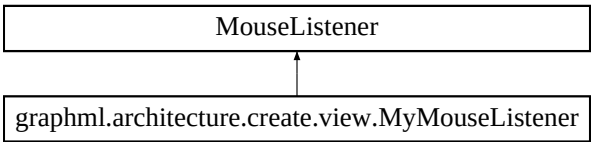
the list cell renderer component

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/colorizer/MyListCellRenderer.java

4.19 graphml.architecture.create.view.MyMouseListener Class Reference

Inheritance diagram for graphml.architecture.create.view.MyMouseListener:



Public Member Functions

- MyMouseListener (ImagePanel p, Controller controller)
- void mouseClicked (MouseEvent e)
- void mouseEntered (MouseEvent e)
- void mouseExited (MouseEvent e)
- void mousePressed (MouseEvent e)
- void mouseReleased (MouseEvent e)

4.19.1 Detailed Description

This mouse listener reacts on all clicks on the image panel

Author

Thomas Stocker

4.19.2 Constructor & Destructor Documentation

4.19.2.1 graphml.architecture.create.view.MyMouseListener.MyMouseListener (ImagePanel *p*, Controller *controller*) [inline]

Constructor

Parameters

p	calling panel
controller	controller object

4.19.3 Member Function Documentation

4.19.3.1 void graphml.architecture.create.view.MyMouseListener.mouseClicked (MouseEvent *e*) [inline]

This method defines what happens while clicking the mouse

Parameters

e	the MouseEvent

4.19.3.2 void graphml.architecture.create.view.MyMouseListener.mouseEntered (MouseEvent *e*) [inline]

Not implemented method from MouseListener

Parameters

e	

4.19.3.3 void graphml.architecture.create.view.MyMouseListener.mouseExited (MouseEvent *e*) [inline]

Not implemented method from MouseListener

Parameters

e	

4.19.3.4 void graphml.architecture.create.view.MyMouseListener.mousePressed (MouseEvent *e*) [inline]

Not implemented method from MouseListener

Parameters

e	

4.19.3.5 void graphml.architecture.create.view.MyMouseListener.mouseReleased (MouseEvent *e*) [inline]

Not implemented method from MouseListener

Parameters

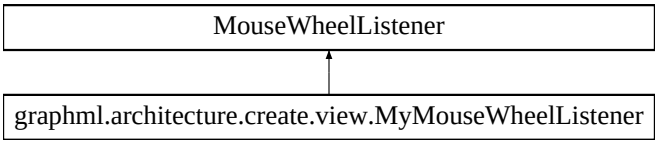
e	

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/view/MyMouseListener.java

4.20 graphml.architecture.create.view.MyMouseWheelListener Class Reference

Inheritance diagram for graphml.architecture.create.view.MyMouseWheelListener:



Public Member Functions

- MyMouseWheelListener (ImagePanel iPanel)
- void mouseWheelMoved (MouseWheelEvent e)

4.20.1 Detailed Description

This mouse wheel listener overwrites the zooming functionality

Author

Thomas Stocker

4.20.2 Constructor & Destructor Documentation

4.20.2.1 graphml.architecture.create.view.MyMouseWheelListener.MyMouseWheelListener (ImagePanel *iPanel*) [inline]

Constructor

Parameters

iPanel	imagePanel to zoom in

4.20.3 Member Function Documentation

4.20.3.1 void graphml.architecture.create.view.MyMouseWheelListener.mouseWheelMoved (MouseWheelEvent *e*) [inline]

This method overrides the mousewheelMoved-Method to zoom into the image

Parameters

e	MouseWheelEvent to get the rotation count

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/view/MyMouseWheelListener.java

4.21 graphml.architecture.common.MyNode Class Reference

Public Member Functions

- MyNode (String roomType, long centerX, long centerY, int id)
- MyNode (String roomType, String center, int id)
- void addCorner (Point p)
- String getRoomType ()
- long getCenterX ()
- long getCenterY ()
- String getCenter ()
- ArrayList< Point > getCorners ()
- int getId ()
- String toString ()
- boolean checkCornersAvailable ()
- String getCornersAsString ()

Static Public Member Functions

- static Long getCenterCoordinateX (String s)
- static Long getCenterCoordinateY (String s)

4.21.1 Detailed Description

This class represents a node, that will exported to gephi

Author

Thomas Stocker

4.21.2 Constructor & Destructor Documentation

4.21.2.1 graphml.architecture.common.MyNode.MyNode (String *roomType,* long *centerX,* long *centerY,* int *id*) [inline]

The constructor

Parameters

roomType	the room type of the node
centerX	the x-coordinate of the node
centerY	the y-coordinate of the node
id	the id of the node

4.21.2.2 graphml.architecture.common.MyNode.MyNode (String *roomType,* String *center,* int *id*) [inline]

Constructor with center as string

Parameters

roomType	the room type of the node
center	the center coordinate as string
id	the id of the node

4.21.3 Member Function Documentation

4.21.3.1 void graphml.architecture.common.MyNode.addCorner (Point *p*) [inline]

This method adds a new corner to the node

Parameters

p	the new corner

4.21.3.2 boolean graphml.architecture.common.MyNode.checkCornersAvailable ( ) [inline]

This method checks, if corners are available or if the corner list is empty

Returns

true if there are corners available, false if the list is empty

4.21.3.3 String graphml.architecture.common.MyNode.getCenter ( ) [inline]

This method returns the X- and Y-Coordinate as string

Returns

the center coordinate as string, seperated by a ','

4.21.3.4 static Long graphml.architecture.common.MyNode.getCenterCoordinateX (String *s*) [inline],[static]

This method splits the center coordinate to retrieve x

Parameters

s	the center coordinate

Returns

the x coordinate

4.21.3.5 static Long graphml.architecture.common.MyNode.getCenterCoordinateY (String *s*) [inline],[static]

This method splits the center coordinate to retrieve y

Parameters

s	the center coordinate

Returns

the y coordinate

4.21.3.6 long graphml.architecture.common.MyNode.getCenterX ( ) [inline]

This method returns the X-coordinate of the node

Returns

the X-coordinate

4.21.3.7 long graphml.architecture.common.MyNode.getCenterY ( ) [inline]

This method returns the Y-coordinate of the node

Returns

the Y-coordinate

4.21.3.8 ArrayList<Point> graphml.architecture.common.MyNode.getCorners ( ) [inline]

This method returns the ArrayList with all corners

Returns

List with all corners of the node

4.21.3.9 String graphml.architecture.common.MyNode.getCornersAsString ( ) [inline]

This methods transforms the corners of a node as string (to be stored)

Returns

the string with all corners (x- and y-coordinate seperated by ","; corners seperated by ";")

4.21.3.10 int graphml.architecture.common.MyNode.getId ( ) [inline]

This method returns the node id

Returns

the node id

4.21.3.11 String graphml.architecture.common.MyNode.getRoomType ( ) [inline]

This method returns the room type

Returns

the room type

4.21.3.12 String graphml.architecture.common.MyNode.toString ( ) [inline]

This method returns the node id and its room type as String and overrides the "toString()" method.

Returns

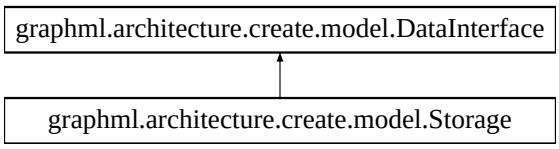
The following String is returned: "Room #ID (#ROOMTYPE)"

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/common/MyNode.java

4.22 graphml.architecture.create.model.Storage Class Reference

Inheritance diagram for graphml.architecture.create.model.Storage:



Public Member Functions

- boolean initialize ()
- boolean addNode (MyNode n)
- boolean addEdge (MyEdge e)
- boolean deleteNode (MyNode n)
- boolean deleteEdge (MyEdge e)
- ArrayList< MyNode > getNodes ()
- ArrayList< MyEdge > getEdges ()
- boolean loadDataFromGephi ()

4.22.1 Detailed Description

This class manages the storage of the data

Author

Thomas Stocker

4.22.2 Member Function Documentation

4.22.2.1 boolean graphml.architecture.create.model.Storage.addEdge (MyEdge *e*) [inline]

This method adds an edge

Parameters

e	the edge

Returns

true if successful, false otherwise

Implements graphml.architecture.create.model.DataInterface.

4.22.2.2 boolean graphml.architecture.create.model.Storage.addNode (MyNode *n*) [inline]

This method adds a node

Parameters

n	the node

Returns

true if successful, false otherwise

Implements graphml.architecture.create.model.DataInterface.

4.22.2.3 boolean graphml.architecture.create.model.Storage.deleteEdge (MyEdge *e*) [inline]

This method deletes an edge

Parameters

e	the edge

Returns

true if successful, false otherwise

Implements graphml.architecture.create.model.DataInterface.

4.22.2.4 boolean graphml.architecture.create.model.Storage.deleteNode (MyNode *n*) [inline]

This method deletes a node

Parameters

n	the node

Returns

true if successful, false otherwise

Implements graphml.architecture.create.model.DataInterface.

4.22.2.5 ArrayList<MyEdge> graphml.architecture.create.model.Storage.getEdges ( ) [inline]

This method returns all edges

Returns

list with all edges

Implements graphml.architecture.create.model.DataInterface.

4.22.2.6 ArrayList<MyNode> graphml.architecture.create.model.Storage.getNodes ( ) [inline]

This method returns all nodes

Returns

list with all nodes

Implements graphml.architecture.create.model.DataInterface.

4.22.2.7 boolean graphml.architecture.create.model.Storage.initialize ( ) [inline]

This method initializes the storage

Returns

true if successful, false otherwise

Implements graphml.architecture.create.model.DataInterface.

4.22.2.8 boolean graphml.architecture.create.model.Storage.loadDataFromGephi ( ) [inline]

This method loads all data from gephi

Returns

true if successful, false otherwise

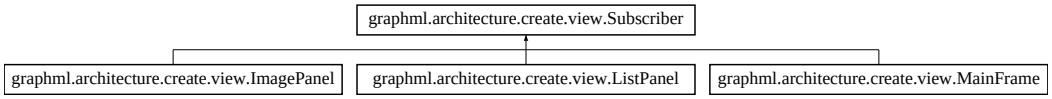
Implements graphml.architecture.create.model.DataInterface.

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/model/Storage.-java

4.23 graphml.architecture.create.view.Subscriber Interface Reference

Inheritance diagram for graphml.architecture.create.view.Subscriber:



Public Member Functions

- void updateEdges (ArrayList< MyEdge > e)
- void updateNodes (ArrayList< MyNode > n)
- void setAction (Constants.Actions myAction)

4.23.1 Detailed Description

This is a class from the Pubisher-Subscriber-Pattern from the Controller This part handles the subscriber

Author

Thomas

4.23.2 Member Function Documentation

4.23.2.1 void graphml.architecture.create.view.Subscriber.setAction (Constants.Actions *myAction*)

This method publishes the set action

Parameters

myAction	the action to be done

Implemented in graphml.architecture.create.view.ListPanel, and graphml.architecture.create.view.MainFrame.

4.23.2.2 void graphml.architecture.create.view.Subscriber.updateEdges (ArrayList< MyEdge > *e*)

This method publishes the updated edges

Parameters

e	list of edges

Implemented in graphml.architecture.create.view.ImagePanel, graphml.architecture.create.view.MainFrame, and graphml.architecture.create.view.ListPanel.

4.23.2.3 void graphml.architecture.create.view.Subscriber.updateNodes (ArrayList< MyNode > *n*)

This method publishes the updated nodes

Parameters

n	list of nodes

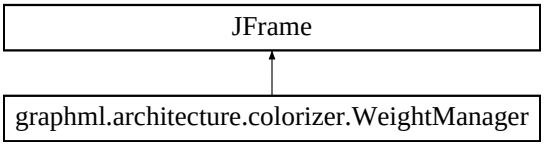
Implemented in graphml.architecture.create.view.ImagePanel, graphml.architecture.create.view.MainFrame, and graphml.architecture.create.view.ListPanel.

The documentation for this interface was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/create/view/Subscriber.-java

4.24 graphml.architecture.colorizer.WeightManager Class Reference

Inheritance diagram for graphml.architecture.colorizer.WeightManager:



Public Member Functions

- WeightManager ()

4.24.1 Detailed Description

This class is responsible for the WeightManager UI and interaction (Parts of this class are generated automatically by NetBeans and therewith don't contain Javadoc-Code)

Author

Thomas Stocker

4.24.2 Constructor & Destructor Documentation

4.24.2.1 graphml.architecture.colorizer.WeightManager.WeightManager ( ) [inline]

Constructor creates new frame "Colorizer"

The documentation for this class was generated from the following file:

- C:/Users/Thomas/Documents/gephi-plugins-master/GraphML-Layout/src/graphml/architecture/colorizer/Weight-Manager.java

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