**Attributes in the FTViewPort Class:**

1. viewport\_FT\_ind:

- Purpose: Represents the index of the components view port.

- Usage: Used to identify the corresponding view port for FT components.

2. combo\_box:

- Purpose: Represents a widget object for combo box interaction.

- Usage: Used for selecting different FT components and handling combo box events.

3. main\_window:

- Purpose: Reference to the main application window.

- Usage: Used to access and interact with other components of the main application.

4. curr\_component\_name:

- Purpose: Stores the name of the currently selected FT component.

- Usage: Used to track the current FT component selected in the combo box.

5. image\_data:

- Purpose: Stores the pixel data of the image.

- Usage: Used for computing FT components.

6. component\_data:

- Purpose: Stores the data of the currently selected FT component.

- Usage: Used to access the pixel data of the currently selected FT component.

7. ft\_components\_images:

- Purpose: Dictionary to store images of various FT components.

- Usage: Used to cache FT component images for efficient display.

8. ft\_components:

- Purpose: Dictionary to store numerical data of various FT components.

- Usage: Used to cache FT component data for further processing.

9. weight\_slider:

- Purpose: Represents a slider widget for controlling weights.

- Usage: Used for adjusting weights during the mixing process.

10. original\_img:

- Purpose: Stores the original image.

- Usage: Used for displaying the original image and updating the display.

11. resized\_img:

- Purpose: Stores the resized image.

- Usage: Used for displaying the image with adjusted dimensions.

12. press\_pos and release\_pos:

- Purpose: Store the position of the mouse press and release events.

- Usage: Used for drawing rectangles and determining their dimensions.

13. drawRect:

- Purpose: Indicates whether a rectangle is currently being drawn.

- Usage: Used to control the drawing state.

14. holdRect:

- Purpose: Indicates whether a rectangle is being held or maintained.

- Usage: Used to control the state of holding a drawn rectangle.

15. move\_active:

- Purpose: Indicates whether the user is actively moving a drawn rectangle.

- Usage: Used to control the state of moving a drawn rectangle.

16. current\_rect:

- Purpose: Represents the current rectangle being drawn or moved.

- Usage: Stores the coordinates and dimensions of the rectangle.