INITIAL GOALS

NAME:\_\_\_Rares Radut\_\_\_\_\_\_\_\_\_\_\_

LIST OF GENERIC GRAPHIC CONCEPTS YOU WISH TO ACCOMPLISH:

I want to make buttons to the east on a grid.

If you press the buttons you can make a picture appear.

Using different buttons you move/rotate the picture or make a new picture appear.

You can click and drag pictures and move with keyboard as well.

FUNCTIONAL ASPECTS:

Has several buttons that you can press.

Theses buttons will make a picture appear.

You can press different buttons to choose a different picture.

You can rotate the pictures or move them by pressing different buttons.

You can click and drag the images or move with keyboard.

ARCHICTECTURUAL ASPECTS:

Make an east, west, north, south panel. (border layout)

Make a grid in the east panel.

East panel will have buttons that are passed/interact with center panel. (array of buttons)

Pictures will appear in the center panel.

If you press a button it can switch the picture being shown.

Or if you press another set of buttons it can move it in different sections of screen. (left, right, up down)

Keylistener to move picture with keyboard.

**Planned Steps**

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| --- |
| **New incremental feature of each step** |
| 1. **Set the border layout (north, east, west, south panels)** |
| 1. **Create a grid in the east** |
| 1. **Make the grid to the east with interface with center panel** |
| 1. **Create an image that pops up** |
| 1. **Make the button connected to the image that can make the image pop up** |
| 1. **Make the buttons in the east change the image to a different image** |
| 1. **Make another button that can rotate the picture** |
| 1. **Make a button that moves the picture (one for each direction)** |
| 1. **Maybe make the picture able to be clicked and dragged or controlled by keyboard.** |
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|  |

**Final Graphics Report Rares Radut**

**Major developments/breakthroughs(reference specific code please):**

-After getting help from Ben got the architecture up and running and got multiple panels.

-Combining the DragImage code and my current architecture now I can drag an image around on the screen completing steps 4 and half of 9.

public class ComDragImage extends JComponent

implements MouseMotionListener {

JLabel lblName,lblStuff,lblNew;

ComDragImage.PanDisp panDisp = new ComDragImage.PanDisp();

ComDragImage.PanMovement panMovement = new ComDragImage.PanMovement();//panDisp);

ComDragImage.PanMenu panMenu = new ComDragImage.PanMenu();//panDisp);

static int nW = 60, nH = 60;

int nGrid = 10;

int nX = 100, nY = 100;

Image imgZappa;

public ComDragImage(Image \_imgZappa) {

setLayout(new BorderLayout());

add(panMovement, BorderLayout.SOUTH);

add(panDisp, BorderLayout.CENTER);

add(panMenu, BorderLayout.EAST);

imgZappa = \_imgZappa;

addMouseMotionListener(this);

}

public void mouseDragged(MouseEvent e) {

nX = e.getX();

nY = e.getY();

repaint();

}

public void mouseMoved(MouseEvent e) {

}

public void paint(Graphics g) {

Graphics2D g2 = (Graphics2D) g;

g2.drawImage(imgZappa, nX, nY, this);

}

}

public class PanMenu extends JPanel {

JButton[] btnButtons = new JButton[10];

public PanMenu(){

setLayout(new GridLayout(5,2));

for(int i=0;i<10;i++){

btnButtons[i]= new JButton("Button "+(i+1));

add(btnButtons[i]);

}

}

}

}

-Successfully made array of Images and the program can change which image is being displayed.

Works like:

Image arimgZappa[] = new Image[10]

imgZappaCurrent = arimgZappa[Button Pressed]

**Major Challenges/setbacks( reference specific code please):**

-Your website has useful code but is hard to navigate and find the code.

-Huge amount of syntax errors with getting an image to appear, frame.getContentPane().add(new PanDisp(imgZappa)); specifically, more info in the second Friday entry of the journal.

-Glitch where upon clicking the image, all buttons disappear, but I was told it may be a graphics card problem. Google was no help, suggested using revalidate();, just made problem worse.

-Similar problem in getting multiple images to load in, more in Sunday entry of Journal

-After trying all of the internet’s attempts to rotate an image in several sections of my code I have given up on it entirely, more in Sunday section of Journal.

-Keyboard code: public void keyReleased(KeyEvent e){

repaint();

}public void keyTyped(KeyEvent e) {

}public void keyPressed(KeyEvent e) {

int keyCode = e.getKeyCode();

System.out.println(keyCode);

if (keyCode == KeyEvent.VK\_UP){

nY ++;}

else if(keyCode == KeyEvent.VK\_DOWN){

nY --; }

else if (keyCode == KeyEvent.VK\_LEFT){

nX --;}

else if(keyCode == KeyEvent.VK\_RIGHT){

nX ++; }

repaint();

System.out.println(nX + " "+ nY);

}

-I got button movement to work but it relies on painting an entirely new image:

public class PanMovement extends JPanel {

JButton[] btnButtons = new JButton[10];

public PanMovement(){

setLayout(new GridLayout(1,4));

Pressed pressed = new Pressed();

for(int i=0;i<4;i++){

btnButtons[i]= new JButton(Integer.toString(i+1));

add(btnButtons[i]);

btnButtons[i].addActionListener(pressed);

}

}public void paint(Graphics g) {

Graphics2D g2 = (Graphics2D) g;

g2.drawImage(imgZappaCurrent, nX, nY, this);

}

class Pressed implements ActionListener {

public void actionPerformed(ActionEvent event) {

nX+=10;

System.out.println(nX);

repaint();

}

}

**Any Modifications to your Planned steps:**

The initial idea of having images you can change and moving them around was fulfilled.

Steps 1-6, and 8, 9 were completed

Step 7 was abandoned

Step 9 was combined with step 8, since they were similar

In the end I ended up fulfilling my initial goals of creating a moveable image, and you can change the image, but I didn’t manage to the extra nifty keyboard movement or rotation of image.

The 9th step is just the 8th one heavily cleaned up.