

Summary of Graphics Classes and Functions

Table 1 Functions of the Point Class

Point(x,y)	Constructs a point at location (x,y)
p.get_x()	Returns the x-coordinate of point p
p.get_y()	Returns the y-coordinate of point p
p.move(dx,dy)	Moves point p by (dx,dy)

Table 2 Functions of the Circle Class

Circle(p,r)	Constructs a circle with center p and radius r
c.get_center()	Returns the center point of circle c
c.get_radius()	Returns the radius of circle c
c.move(dx,dy)	Moves circle c by (dx,dy)

Table 3 Functions of the Line Class

Line(p,q)	Constructs a line joining points p and q
L.get_start()	Returns the starting point of line L
L.get_end()	Returns the ending point of line L
L.move(dx, dy)	Moves line L by (dx,dy)

Table 4 Functions of the Message Class

Message(P,s)	Constructs a message with starting point P and text string s
m.get_start()	Returns the starting point of message m
m.get_text()	Returns the string s of message m
m.move(dx,dy)	Moves message m by(dx,dy)

Table 5 cwin functions

cwin.coord(xL, yT, xR, yB)	Sets the limits of the coordinate system; (xL, yT) is the top left corner, and (xR, yB) is the bottom right corner
cwin << X	Displays the object X (point, circle, line, or message)
cwin.clear()	Clears the screen (i.e. window)
cwin.get_string(p)	Displays prompt p in window w and returns the entered string
cwin.get_int (p)	Displays prompt p in window w and returns the entered integer
cwin.get_double(p)	Displays prompt p in window w and returns the entered value
cwin.get_mouse(p)	Displays prompt p in window w and returns the mouse click point