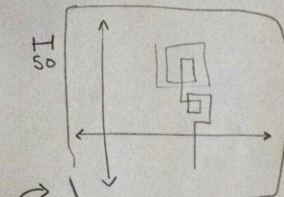


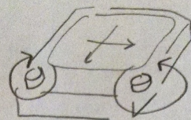
Alex Johnson - IM 2250  
Assignment 4 - UI

for UI widget:

Etch A sketch  
Iso



maps  
spin to  
movement



★ Force unique  
movement in  
2D space

Class EtchASketch

x } position of drawing cursor  
y }

width } size of drawable region  
height }

direction = which direction  
(emulates physical knob choice)

velocity = movement speed  
[0, 1, -1] ... etc

Class knob

x, y position

direction = "horizontal/vertical"

~~Expect mouse click & drag~~  
→ super confusing for user

EtchASketch methods

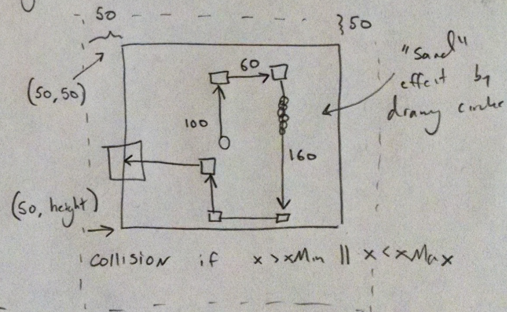
keyPress → down/up  $\frac{1}{2}$  key

- toggles direction
- sets velocity

draw →

- collision detection
- checks updated x/y values  
over possible collision detection

left knob } novel displays for  
right knob } active direction



emulate unique movement scheme via key press