

Class

CAShatic

extends JFrame implements Runnable, ActionListener. This class contains main. It coordinates all simulation and windowing events.

Fields

experiment	<i>type: CAGridStatic</i> the current grid of cells and its activities. This is a 1D experiment
savedvals	<i>type: int[][]</i> an array to save values from the time steps of the 1D experiment.
runCount	<i>type: int</i> current experiment number
epsCount	<i>type: int</i> number of eps files that have been written
newframe	<i>type: int</i> blunt instrument for slowing the display
rand	<i>type: Random</i> random class instance
runner	<i>type: volatile Thread</i> the simulation thread
backImg1	<i>type: Image</i> the visualisation of the experiment
backGr1	<i>type: Graphics</i> some Java thing that takes the image and makes it part of the display or something
CApicture	<i>type: CAImagePanel</i> class used to display the changing image amidst the buttons
startBtn,writeBtn,paramsBtn,wrapBtn	<i>type: JButton</i> some self explanatory buttons
msgBtn	<i>type: JTextArea</i> an area to hold text. Used to display the current parameters.
buttonHolder	<i>type: JPanel</i> a panel or window that holds the four buttons in a grid
scale	<i>type: int</i> scale factor both x and y for displaying results
iterations	<i>type: int</i> holds the current time step
gSize	<i>type: int</i> physical grid size both x and y
maxCellType	<i>type: int</i> number of different cell types. 0 is a non-cell, i.e. a space
maxit	<i>type: int</i> max number of iterations for a run
started	<i>type: boolean</i> has a run started?
palette	<i>type: Colour</i> palette of colours so that eps and display colours match
colorindices	<i>type: int[]</i>

	indices of the chosen colours
nnw	<i>type: int</i> used for colour repetition
javaColours	<i>type: Color[]</i> the colours in Java format
epsColours	<i>type: double[][]</i> the colours in eps rgb format

Constructors

CAS**static(int size)**

sets up grid size and window size. initialises windows, buttons, and other variables.

Methods

setpalette() *Returns void*

sets up the Java and eps colours using the colour indices

saveCA() *Returns void*

save values from the current time step

outputEPS() *Returns void*

make a unique eps filename and call the eps printer

changeParameters() *Returns void*

changes experiment parameters

changeWrap() *Returns void*

toggle the toroidal wrapping

drawCA() *Returns void*

update the graphics image and flag a redraw

start() *Returns void*

start the thread and update the button status

stop() *Returns void*

stop the thread and update the button status

actionPerformed(ActionEvent e) *Returns void*

listens for button or other window activity and processes the requests

run() *Returns void*
run the experiment

postscriptPrint(String fileName) *Returns void*
pretty print the results as an eps file

initilise() *Returns void*
set up a fresh experiment

main(String args[]) *Returns void*
just kicks things off. can be given a fraction as an argument which will not be used in this program