Class

CAImagePanel

extends JPanel. Taken from some of Ric's code. Required to properly display and update the image amidst the buttons.

Fields

backImg	*type: Image*
	a Java thing
backGr as above	*type: Graphics*
colums, rows	*type: int*
	size of the output to be displayed
xScale, yScale	*type: int*
	scale factors for displaying the output

Constructors

Methods

setScale(int noColums,int noRows, int scale) *Returns void*

set image size. can't be done in a constructor for some reason.

clearCAPanel *Returns void*

clear the image

drawCircleAt(int x, int y, Color colour) *Returns void*

draw a circle on the image to represent a cell

updateGraphic() *Returns void*

update the displayed or displayable image with the current image

paintComponent(Graphics g) *Returns void*

from Ric just calls updateGraphics. overrides something.

paint(Graphics g) *Returns void*

from Ric just calls uodateGraphics. overrides something.