

CS 106A, Lecture 24

GCanvas and BiasBars

suggested reading:

Java Ch. 10.5-10.6

Plan for today

- Review: Interactors and GCanvas
- Practice: Aquarium
- BiasBars

Learning Goals

- Feel comfortable writing graphical and/or animated programs with multiple classes

Plan for today

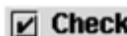
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Interactors

JButton



JCheckBox



JRadioButton



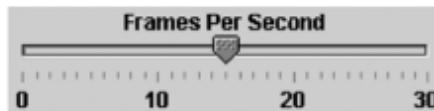
JLabel



JTextField



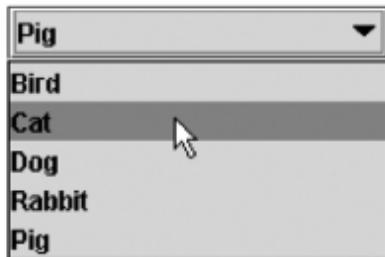
JSlider



JToolBar



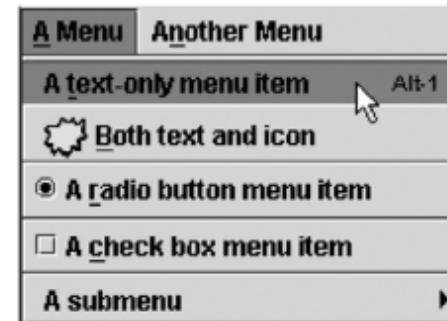
JComboBox



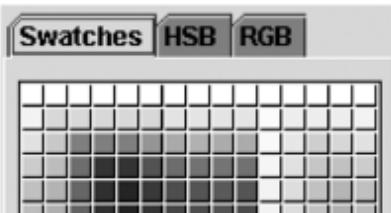
JList



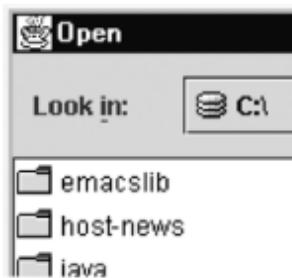
JMenuBar, JMenu, JMenuItem



JColorChooser



JFileChooser



JTable

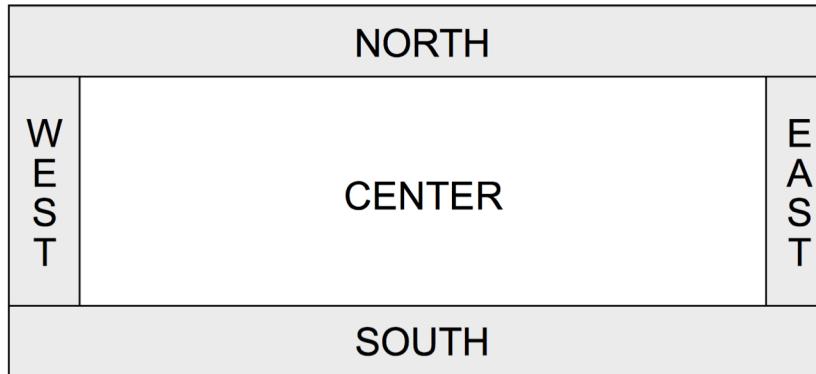
First Name	Last Name	Favorite F
Jeff	Dinkins	
Ewan	Dinkins	
Amy	Fowler	
Hania	Gajewska	
David	Gearn	

JTree



Window Regions

- In graphics or console programs, the window is divided into five regions:



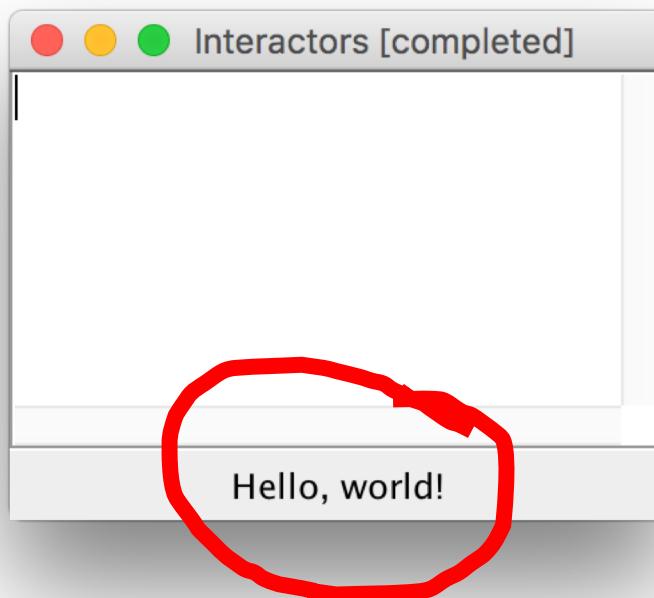
- The **CENTER** region is typically where the action happens.
 - **ConsoleProgram** adds a console there
 - **GraphicsProgram** puts a **GCanvas** there
- Other regions are visible only if you add an interactor to them using `add(component, REGION)`;
- Interactors are automatically centered within each region.

JButton



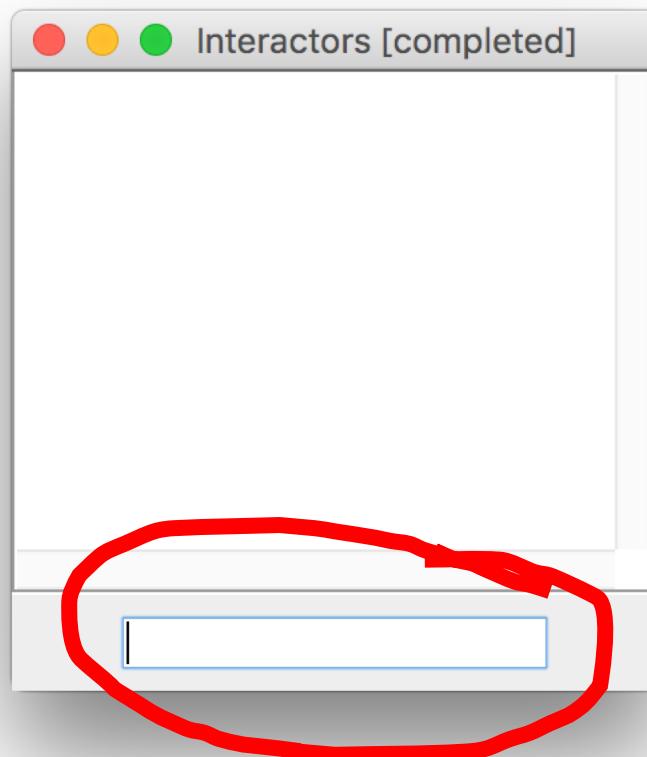
JLabel

```
JLabel label = new JLabel("Hello, world!");  
add(label, SOUTH);
```



JTextField

```
JTextField field = new JTextField(10);  
add(field, SOUTH);
```



Responding To User Inputs

To respond to events from interactors, we must do the following:

1. Call **addActionListeners()** at the end of init, *once we are done adding buttons*. This tells Java to let us know if any of the previous buttons were clicked.
2. Implement the public **actionPerformed** method. This method is called whenever a button is clicked.
3. Call **addActionListener(this)** and optionally **setActionCommand("some command")** on JTextFields that should respond when ENTER is pressed.

ActionEvent

- The **ActionEvent** parameter contains useful event information.
 - Use `getSource` or `getActionCommand` to figure out what button or component was interacted with.

Method	Description
<code>e.getActionCommand()</code>	a text description of the event (e.g., <i>the text of the button clicked</i>)
<code>e.getSource()</code>	the interactor that generated the event

```
public void actionPerformed(ActionEvent event) {  
    String command = event.getActionCommand();  
    if (command.equals("Save File")) {  
        // user clicked the Save File button  
        ...  
    }  
}
```

Extending GCanvas

```
public class Graphics extends Program {  
    public void run() {  
        // We have to make our own GCanvas now  
        MyCanvas canvas = new MyCanvas();  
        add(canvas);  
  
        // Can't do this anymore, because we are  
        // not using GraphicsProgram's canvas  
        // GObject obj = getElementAt(...);  
        // Do stuff with obj  
    }  
}
```

Extending GCanvas

```
public class Graphics extends Program {  
    public void run() {  
        // We have to make our own GCanvas now  
        MyCanvas canvas = new MyCanvas();  
        add(canvas);  
  
        // Operate on this canvas  
        GObject obj = canvas.getElementAt(...);  
        // Do stuff with obj  
    }  
}
```

Extending GCanvas

```
public class Graphics extends Program {  
    public void run() {  
        // We have to make our own GCanvas now  
        MyCanvas canvas = new MyCanvas();  
        add(canvas);  
  
        // Operate on this canvas  
        canvas.doStuffWithObj(...);  
        // Best: let canvas handle graphics!  
    }  
}
```

The `init` method

- `init` is a special public method, like `run`, that is called when your program is being initialized.
- Unlike `run`, however, it is called *before* your program launches, letting you do any initialization you need.

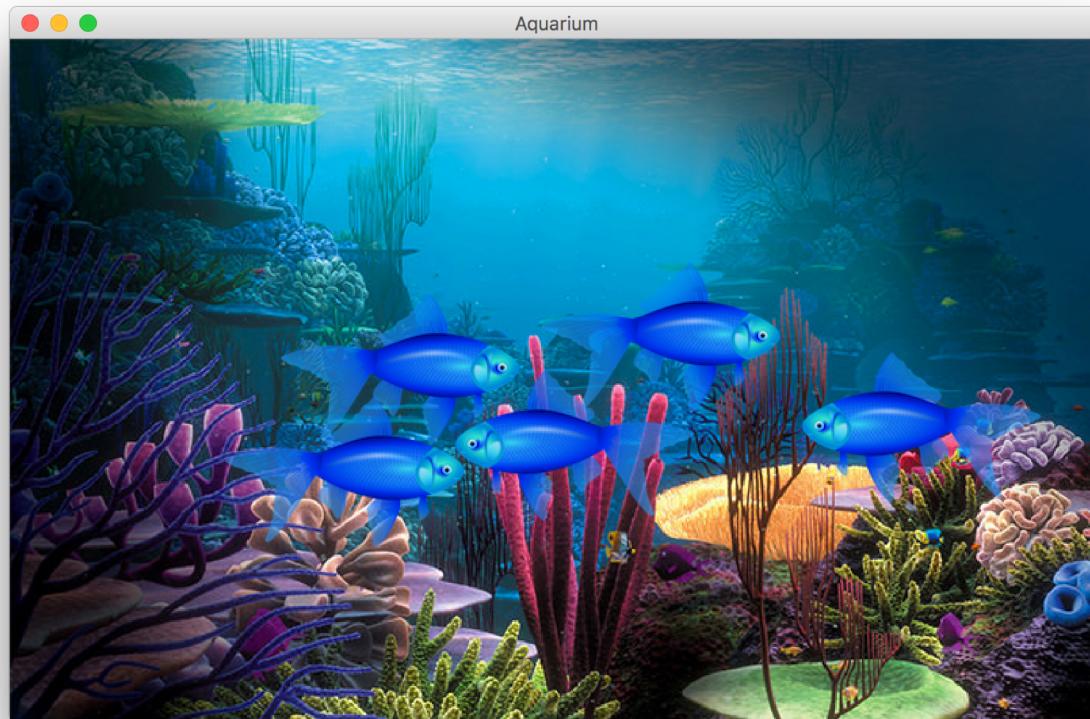
```
public class MyProgram extends GraphicsProgram {  
    public void init() {  
        // executed before program launches  
    }  
  
    public void run() {  
        // executed after program launches  
    }  
}
```

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Practice: Aquarium

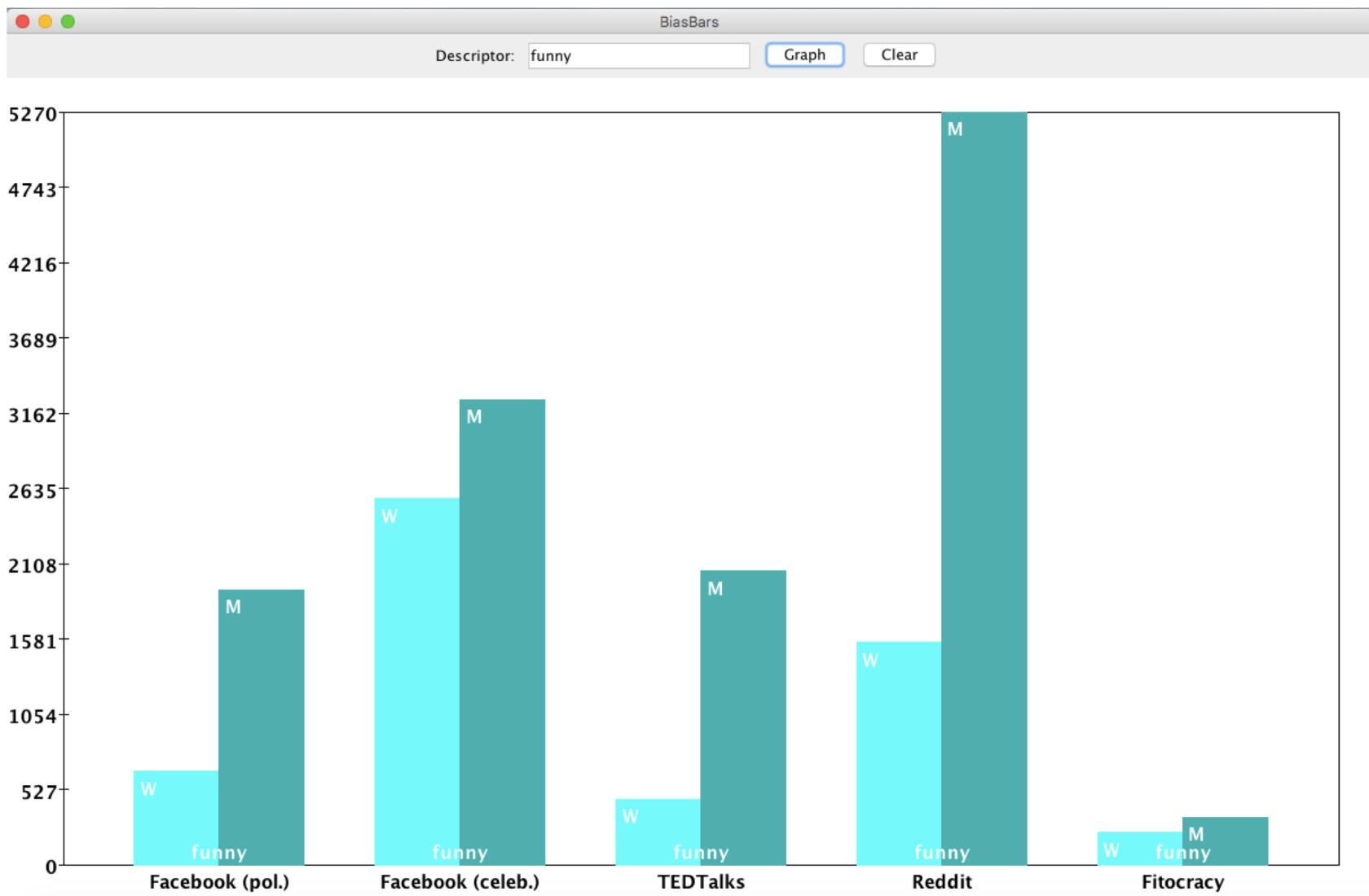
- Let's write a graphical program called **Aquarium** that simulates fish swimming around.
- To decompose our code, we can make our own **GCanvas** subclass.



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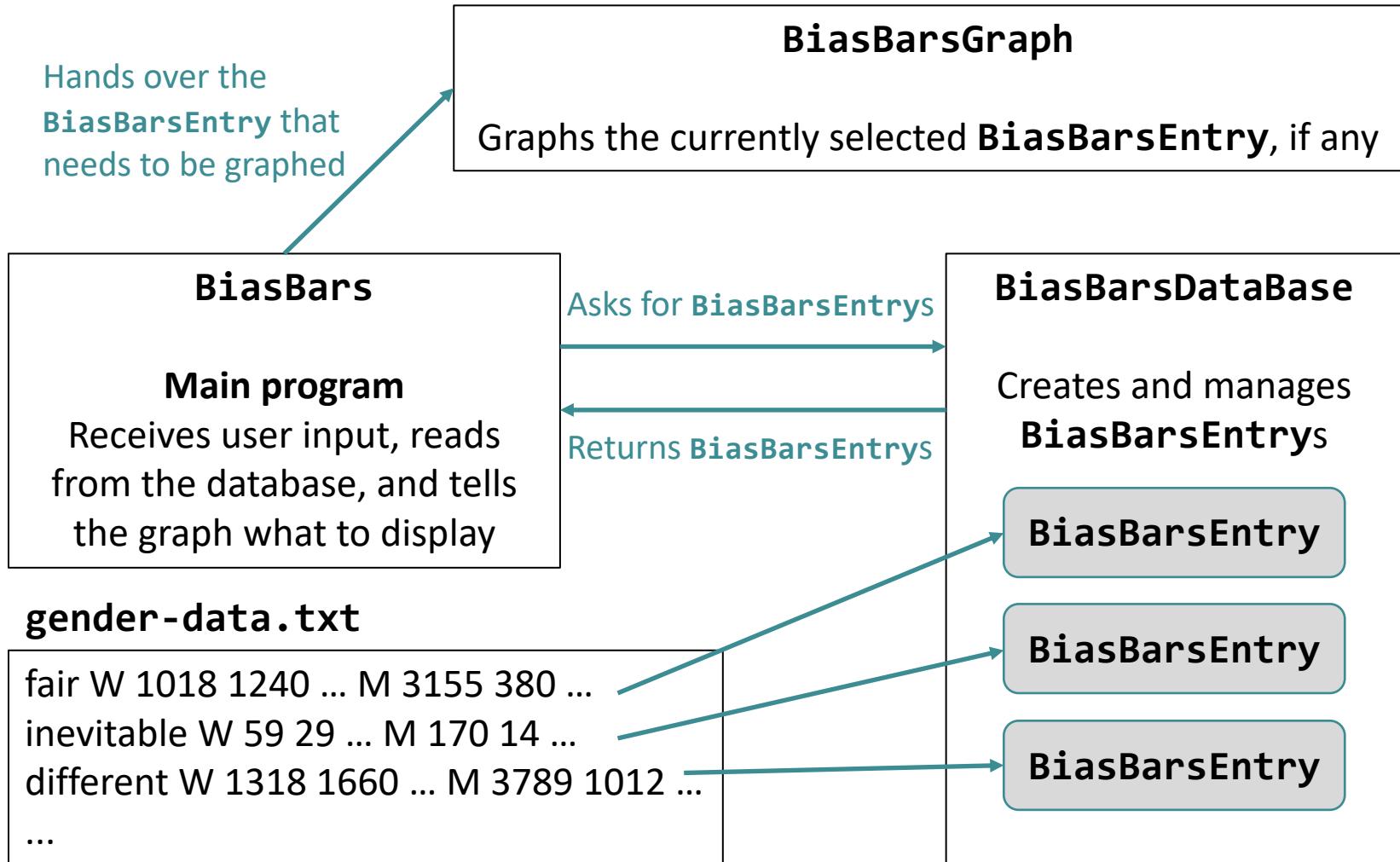
BiasBars



BiasBars Structure

- **BiasBars.java** – handles the interactors and overall program
- **BiasBarsEntry** – handles information about a single descriptor and its frequencies for each gender
- **BiasBarsDatabase** – keeps track of all entries and looks up info by descriptor
- **BiasBarsGraph** – a GCanvas subclass that displays bar graphs for descriptors specified by the user

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BiasBarsEntry

- Responsible for storing the data about **one name/line** in the text file -> name and ranks. (Hint: use a Scanner!)

```
nic  w 2031 10179 1077 3338 2311 m 4606 2926 3274 9603 2682
```

- What instance variables does a BiasBarsEntry need?
- Implement the following methods:
 - **public BiasBarsEntry(String dataLine)**
 - **public String getDescriptor()**
 - **public ArrayList<Integer> getFrequencies()**
 - **public int getMaxFrequency()**
 - **public String toString()**

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BiasBarsDatabase

- Responsible for reading in the text file and creating/storing BiasBarsEntry objects.
- Needs to be able to find entries **given their descriptor** (case insensitive!). What data structure might be useful here?

BiasBarsDatabase

```
import java.io.*;
import java.util.*;
public class BiasBarsDatabase implements BiasBarsConstants {

    public BiasBarsDatabase(String filename) {
        // TODO: fill this in
    }

    public BiasBarsEntry findEntry(String descriptor) {
        // TODO: implement this method
        return null;
    }
}
```

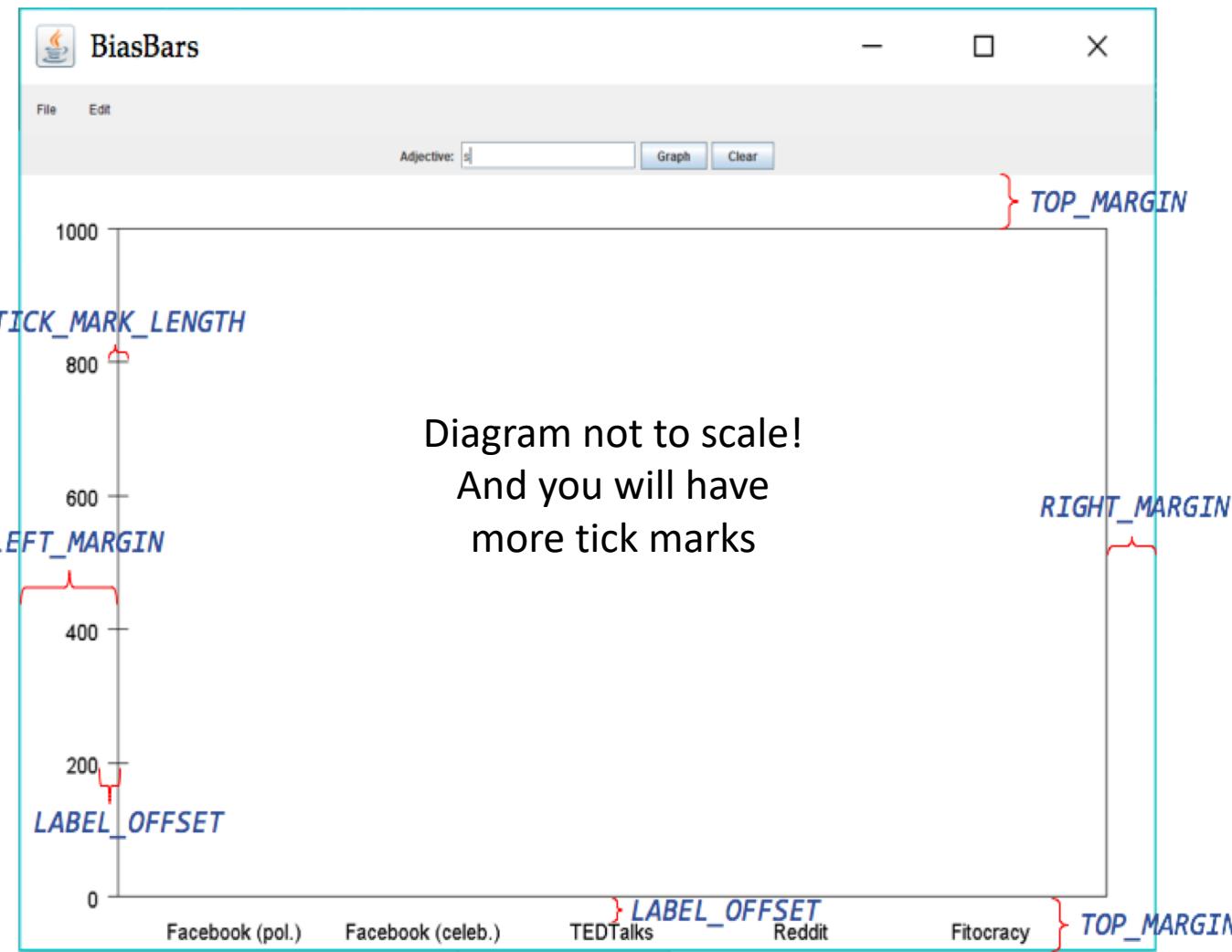
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BiasBarsGraph

- A subclass of **GCanvas** that handles all the graph drawing (similar to **FishTank.java** in our **Aquarium** program)
- Two bars for each comment source: one for women (left) and one for men (right)
- Setting up axes requires lots of math, but don't stress about details until basic functionality is done
- *Tip:* use the output comparison tool for the finishing touches!

BiasBarsGraph



BiasBarsGraph: Resizing

```
public void update() {  
    // TODO: implement this method  
}  
  
/* Implementation of the ComponentListener interface for updating when the window is resized */  
public void componentHidden(ComponentEvent e) { }  
public void componentMoved(ComponentEvent e) { }  
public void componentResized(ComponentEvent e) { update(); }  
public void componentShown(ComponentEvent e) { }
```

BiasBarsGraph: Resizing

- Every time the window resizes, update() is called.
- Therefore, update() *must* clear and redraw the whole graph.
- This means the graph must keep track of the entry currently graphed so it can redraw the bars whenever it needs to.
- Other required methods:
 - clear()
 - addEntry(BiasBarsEntry entry)
- These methods do NOT actually alter the graphics. You must call update() to do that, since update() must do all the drawing.

Recap

- Review: Interactors and GCanvas
- Practice: Aquarium
- BiasBars

Next time: Life After CS106A, Part 1