**Федеральное агентство связи**

**Ордена Трудового Красного Знамени**

**Федеральное государственное бюджетное образовательное учреждение высшего образования**

**«Московский технический университет связи и информатики»**

**Кафедра Информатики**

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**Отчет по лабораторной работе №4**

по предмету «КТП»:

Выполнил: студент группы БВТ1802

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**1 Цель работы**

Цель работы: изучить алгоритм расчета фрактала, а также познакомиться с java.swing.

**2 Задание**

Дополнить исходный текст программы таким образом, чтобы она выводила окно с фракталом и интерфейсом работы с ним.

**3 Текст программы**

**Class FractalExplorer**

import javax.swing.\*;  
import javax.swing.border.Border;  
import java.awt.\*;  
import java.awt.geom.Rectangle2D;  
import java.awt.event.\*;  
  
public class FractalExplorer {  
 private int m\_DisplaySize;  
 private JImageDisplay m\_Display;  
 private JButton m\_Button;  
 private JFrame m\_Frame;  
 private FractalGenerator m\_Generator;  
 private Rectangle2D.Double m\_Range;  
  
  
 private class actionListener implements ActionListener {  
 @Override  
 public void actionPerformed(ActionEvent actionEvent) {  
 m\_Generator.getInitialRange(m\_Range);  
 drawFractal();  
 }  
 }  
  
 private class MouseListener extends MouseAdapter {  
 @Override  
 public void mouseClicked(MouseEvent e) {  
 int x = e.getX();  
 int y = e.getY();  
  
 double xCoord = m\_Generator.getCoord(m\_Range.x, m\_Range.x + m\_Range.width, m\_DisplaySize,x);  
 double yCoord = m\_Generator.getCoord(m\_Range.y, m\_Range.y + m\_Range.height, m\_DisplaySize,y);  
 m\_Generator.recenterAndZoomRange(m\_Range, xCoord, yCoord, 0.5);  
 drawFractal();  
 }  
 }  
 public FractalExplorer(int ScreenSize) {  
 m\_DisplaySize = ScreenSize;  
  
 m\_Range = new Rectangle2D.Double();  
 m\_Generator = new Mandelbrot();  
 m\_Generator.getInitialRange(m\_Range);  
 }  
  
 public void createAndShowGUI() {  
 m\_Frame = new JFrame();  
 m\_Display = new JImageDisplay(m\_DisplaySize, m\_DisplaySize);  
 m\_Button = new JButton("push me");  
  
 m\_Frame.getContentPane().add(m\_Display, BorderLayout.CENTER);  
 m\_Frame.getContentPane().add(m\_Button, BorderLayout.SOUTH);  
 m\_Frame.setDefaultCloseOperation(JFrame.DISPOSE\_ON\_CLOSE);  
 m\_Display.addMouseListener(new MouseListener());  
 m\_Button.addActionListener(new actionListener());  
  
  
 m\_Frame.pack();  
 m\_Frame.setVisible(true);  
 m\_Frame.setResizable(true);  
 }  
  
 private void drawFractal() {  
 for (int x = 0; x < m\_DisplaySize; x++)  
 {  
 for (int y = 0; y < m\_DisplaySize; y++)  
 {  
 // coord convertion  
 double xCoord = FractalGenerator.getCoord  
 (m\_Range.x, m\_Range.x + m\_Range.width, m\_DisplaySize, x);  
 double yCoord = FractalGenerator.getCoord  
 (m\_Range.y, m\_Range.y + m\_Range.height, m\_DisplaySize, y);  
 //color calculating  
 int IterNum = m\_Generator.numIterations(xCoord, yCoord);  
 if (IterNum == -1) m\_Display.drawPixel(x, y, 0);  
 else {  
 float hue = 0.7f + (float) IterNum / 200f;  
 int rgbColor = Color.HSBtoRGB(hue, 1f, 1f);  
 m\_Display.drawPixel(x, y, rgbColor);  
 }  
 }  
 }  
 m\_Display.repaint();  
 }  
  
 public static void main(String args[]) {  
 FractalExplorer explorer = new FractalExplorer(800);  
 explorer.createAndShowGUI();  
 explorer.drawFractal();  
 }  
  
}

**Class FractalGenerator**

import java.awt.geom.Rectangle2D;  
  
  
*/\*\*  
 \* This class provides the common interface and operations for fractal  
 \* generators that can be viewed in the Fractal Explorer.  
 \*/*public abstract class FractalGenerator {  
  
 */\*\*  
 \* This static helper function takes an integer coordinate and converts it  
 \* into a double-precision value corresponding to a specific range. It is  
 \* used to convert pixel coordinates into double-precision values for  
 \* computing fractals, etc.  
 \*  
 \** ***@param*** *rangeMin the minimum value of the floating-point range  
 \** ***@param*** *rangeMax the maximum value of the floating-point range  
 \*  
 \** ***@param*** *size the size of the dimension that the pixel coordinate is from.  
 \* For example, this might be the image width, or the image height.  
 \*  
 \** ***@param*** *coord the coordinate to compute the double-precision value for.  
 \* The coordinate should fall in the range [0, size].  
 \*/* public static double getCoord(double rangeMin, double rangeMax,  
 int size, int coord) {  
  
 assert size > 0;  
 assert coord >= 0 && coord < size;  
  
 double range = rangeMax - rangeMin;  
 return rangeMin + (range \* (double) coord / (double) size);  
 }  
  
  
 */\*\*  
 \* Sets the specified rectangle to contain the initial range suitable for  
 \* the fractal being generated.  
 \*/* public abstract void getInitialRange(Rectangle2D.Double range);  
  
  
 */\*\*  
 \* Updates the current range to be centered at the specified coordinates,  
 \* and to be zoomed in or out by the specified scaling factor.  
 \*/* public void recenterAndZoomRange(Rectangle2D.Double range,  
 double centerX, double centerY, double scale) {  
  
 double newWidth = range.width \* scale;  
 double newHeight = range.height \* scale;  
  
 range.x = centerX - newWidth / 2;  
 range.y = centerY - newHeight / 2;  
 range.width = newWidth;  
 range.height = newHeight;  
 }  
  
  
 */\*\*  
 \* Given a coordinate <em>x</em> + <em>iy</em> in the complex plane,  
 \* computes and returns the number of iterations before the fractal  
 \* function escapes the bounding area for that point. A point that  
 \* doesn't escape before the iteration limit is reached is indicated  
 \* with a result of -1.  
 \*/* public abstract int numIterations(double x, double y);  
}

**Class Mandelbrot**

import java.awt.geom.Rectangle2D;  
  
public class Mandelbrot extends FractalGenerator {  
 private Complex z = new Complex(0, 0);  
 private Complex c = new Complex(0, 0);  
 public static final int *MAX\_ITERATIONS* = 2000;  
 private class Complex {  
 private double real, imag;  
 private Complex(double real, double imag) {  
 this.real = real;  
 this.imag = imag;  
 }  
 private double abs() { return real \* real + imag \* imag; }  
  
 private Complex sum(Complex c) {  
 return new Complex(this.real + c.real, this.imag + c.imag);  
 }  
  
 private Complex times(Complex c) {  
 double real = this.real \* c.real - this.imag \* c.imag;  
 double imag = this.real \* c.imag + this.imag \* c.real;  
 return new Complex(real,imag);  
 }  
 }  
  
  
 public void getInitialRange(Rectangle2D.Double rect) {  
 rect.setRect(-2, -1.5, 3,3);  
 }  
  
 public int numIterations(double x, double y) {  
 z.real = 0; z.imag = 0; c.real = x; c.imag = y;  
 for (int IterNum = 0; IterNum < MAX\_ITERATIONS; IterNum++) {  
 z = z.times(z).sum(c);  
 if (z.abs() > 4) return IterNum;  
 }  
 return -1;  
 }  
}

**Class JImageDisplay**

import java.awt.\*;  
import java.awt.image.BufferedImage;  
public class JImageDisplay extends javax.swing.JComponent {  
 private BufferedImage img;  
  
 public JImageDisplay(int width, int height) {  
 img = new java.awt.image.BufferedImage(width, height, BufferedImage.*TYPE\_INT\_RGB*);  
 super.setPreferredSize(new Dimension(width, height));  
 }  
  
 @Override  
 protected void paintComponent(Graphics g) {  
 super.paintComponent(g);  
 g.drawImage(img, 0, 0, img.getWidth(), img.getHeight(), null);  
 }  
  
 public void clearImage() {  
 for (int i = 0; i < img.getWidth(); i++) {  
 for (int j = 0; j < img.getHeight(); j++) {  
 img.setRGB(i, j, 0);  
 }  
 }  
 }  
  
 public void drawPixel(int x, int y, int rgbColor) {  
 img.setRGB(x, y, rgbColor);  
 }  
}

**4 Работа программы**



