

Using the Zelle Graphics Library

Overview

The package `graphics.py` is a simple object oriented graphics library designed to make it very easy for novice programmers to experiment with computer graphics in an object oriented fashion. It was written by John Zelle for use with the book *"Python Programming: An Introduction to Computer Science"* (Franklin, Beedle & Associates).

There are two kinds of objects in the library. The `GraphWin` class implements a window where drawing can be done, and various `GraphicsObjects` are provided that can be drawn into a `GraphWin`. As a simple example, here is a complete program to draw a circle of radius 10 centered in a 200x200 window:

```
from graphics import *

def main():

    win = GraphWin("My Circle", 200, 200)

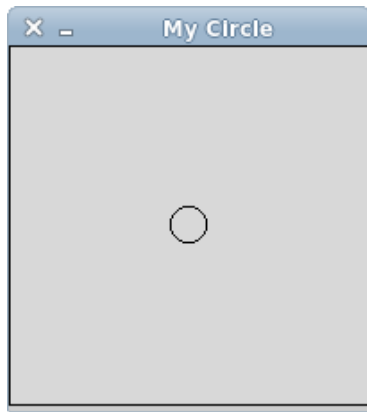
    c = Circle(Point(100,100), 10)

    c.draw(win)

    win.getMouse() # pause for click in window

    win.close()

main()
```



GraphWin Objects

A `GraphWin` represents a window on the screen where graphical images may be drawn. A program may define any number of `GraphWin`s. A `GraphWin` understands the following methods:

`GraphWin(title, width, height)`

Constructs a new graphics window for drawing on the screen. The parameters are optional, the default title is "Graphics Window", and the default size is 200 x 200.

`plot(x, y, color)`

Draws the pixel at (x,y) in the window. Color is optional, black is the default.

`plotPixel(x, y, Color)`

Draws the pixel at the position (x,y) ignoring any coordinate transformations set up by `setCoords`.

`setBackground(color)`

Sets the window background to the given color. The initial background is gray. See below for information on specifying colors.

`close()`

Closes the on-screen window.

`getMouse()`

Pauses for the user to click a mouse in the window and returns where the mouse was clicked as a `Point` object.

`checkMouse()`

Similar to `getMouse`, but does not pause for a user click. Returns the latest `Point` where the mouse was clicked or `None` if the window as not been clicked since the previous call to `checkMouse` or `getMouse`. This is particularly useful for controlling simple animation loops.

`getWidth()`

Get the width of the window.

`getHeight()`

Get the height of the window.

`setCoords(xll, yll, xur, yur)`

Sets the coordinate system of the window. The lower-left corner is `(xll, yll)` and the upper-right corner is `(xur, yur)`. All subsequent drawing will be done with respect to the altered coordinate system (except for `plotPixel`).

Graphics Objects

The module provides the following classes of drawable objects: `Point`, `Line`, `Circle`, `Oval`, `Rectangle`, `Polygon`, `Text`. All objects are initially created unfilled with a black outline. All graphics objects support the following generic set of methods:

`setFill(color)`

Sets the interior of the object to the given color.

`setOutline(color)`

Sets the outline of the object to the given color.

`setWidth(pixels)`

Sets the width of the outline of the object to this many pixels. (Does not work for `Point`.)

`draw(GraphWin)`

Draws the object into the given `GraphWin`.

`undraw()`

Undraws the object from a graphics window. This produces an error if the object is not currently drawn.

`move(dx,dy)`

Moves the object `dx` units in the `x` direction and `dy` units in the `y` direction. If the object is currently drawn, the image is adjusted to the new position.

`clone()`

Returns a duplicate of the object. Clones are always created in an undrawn state. Other than that, they are identical to the cloned object.

Point Methods

`Point(x,y)`

Constructs a point having the given coordinates.

`getX()`

Returns the `x` coordinate of a point.

`getY()`

Returns the `y` coordinate of a point.

Line Methods

`Line(point1, point2)`

Constructs a line segment from `point1` to `point2`.

`setArrow(string)`

Sets the `arrowhead` status of a line. Arrows may be drawn at either the first point, the last point, or both. Possible values of `string` are `first`, `last`, `both`, and `none`. The default setting is `none`.

`getCenter()`

Returns a clone of the midpoint of the line segment.

`getP1(), getP2()`

Returns a clone of the corresponding endpoint of the segment.

Circle Methods

`Circle(centerPoint, radius)`

Constructs a circle with given center point and radius.

`getCenter()`

Returns a clone of the center point of the circle.

`getRadius()`

Returns the radius of the circle.

`getP1(), getP2()`

Returns a clone of the corresponding corner of the circle's bounding box. These are opposite corner points of a square that circumscribes the circle.

Rectangle Methods

`Rectangle(point1, point2)`

Constructs a rectangle having opposite corners at `point1` and `point2`.

`getCenter()`

Returns a clone of the center point of the rectangle.

`getP1(), getP2()`

Returns a clone of corner points originally used to construct the rectangle.

Oval Methods

`Oval(point1, point2)`

Constructs an oval in the bounding box determined by `point1` and `point2`.

`getCenter()`

Returns a clone of the point at the center of the oval.

`getP1(), getP2()`

Returns a clone of the corresponding point used to construct the oval.

Polygon Methods

`Polygon(point1, point2, point3, ...)`

Constructs a polygon having the given points as vertices. Also accepts a single parameter that is a list of the vertices.

`getPoints()`

Returns a list containing clones of the points used to construct the polygon.

Text Methods

`Text(anchorPoint, string)`

Constructs a text object that displays the given `string` centered at `anchorPoint`. The text is displayed horizontally.

`setText(string)`

Sets the text of the object to `string`.

`getText()`

Returns the current `string`.

`getAnchor()`

Returns a clone of the anchor point.

`setFace(family)`

Changes the font face to the given `family`. Possible values are `helvetica`, `courier`, `times roman`, and `arial`.

`setSize(point)`

Changes the font size to the given `point` size. Sizes from 5 to 36 points are legal.

`setStyle(style)`

Changes font to the given `style`. Possible values are: `normal`, `bold`, `italic`, and `bold italic`.

`setTextColor(color)`

Sets the color of the text to `color`. Note: `setFill` has the same effect.

Entry Objects

Objects of `Entry` are displayed as text entry boxes that can be edited by the user of the program. `Entry` objects support the generic graphics methods `move()`, `draw(graphwin)`, `undraw()`, `setFill(color)`, and `clone()`. The `Entry` specific methods are given below.

`Entry(centerPoint, width)`

Constructs an `Entry` having the given `centerPoint` and `width`. The `width` is specified in number of characters of text that can be displayed.

`getAnchor()`

Returns a clone of the point where the entry box is centered.

`getText()`

Returns the string of text that is currently in the entry box.

`setText(string)`

Sets the text in the entry box to the given `string`. Changes the font face to the given family. Possible values are `helvetica`, `courier`, `times roman`, and `arial`.

`setSize(point)`

Changes the font size to the given `point` size. Sizes from 5 to 36 points are legal.

`setStyle(style)`

Changes font to the given `style`. Possible values are: `normal`, `bold`, `italic`, and `bold italic`.

`setTextColor(color)`

Sets the color of the text to `color`.

Displaying Images

The graphics module also provides minimal support for displaying and manipulating images in a `GraphWin`. Most platforms will support at least PPM and GIF images. Display is done with an `Image` object. Images support the generic methods `move(dx,dy)`, `draw(graphwin)`, `undraw()`, and `clone()`. Image-specific methods are given below.

`Image(anchorPoint, filename)`

Constructs an `Image` from contents of the given `filename` centered at the given `anchorPoint`. Can also be called with `width` and `height` parameters instead of `filename`. In this case, a blank (transparent) image is created of the given `width` and `height`.

`getAnchor()`

Returns a clone of the point where the image is centered.

`getWidth()`

Returns the width of the image.

`getHeight()`

Returns the height of the image.

`getPixel(x, y)`

Returns a list `[red, green, blue]` of the RGB values of the pixel at position `(x,y)`. Each value is a number in the range 0-255 indicating the intensity of the corresponding RGB color. These numbers can be turned into a color string using the `color_rgb` function (see next section).

Note that pixel position is relative to the image itself, not the window where the image may be drawn. The upper-left corner of the image is always pixel `(0,0)`.

`setPixel(x, y, color)`

Sets the pixel at position `(x,y)` to the given `color`. Note: this is a slow operation.

`save(filename)`

Saves the image to the file `filename`. The type of the resulting file (e.g., GIF or PPM) is determined by the extension on the `filename`. For example, `img.save("myPic.ppm")` saves `img` as a PPM file.

Generating Colors

Colors are indicated by strings. Most normal colors such as `red`, `purple`, `green`, `cyan`, etc. should be available. Many colors come in various shades, such as `red1`, `red2`, `red3`, and `red4`, which are increasingly darker shades of red.

To see the full set of colors available to you:


```
$ python
>>> from colorPicker import *
>>> colorPicker()
```

then click on a color and its name will show up in the python interpreter.

The graphics module also provides a function for mixing your own colors numerically. The function `color_rgb(red, green, blue)` will return a string representing a color that is a mixture of the intensities of red, green and blue specified. These should be `ints` in the range 0-255. Thus `color_rgb(255, 0, 0)` is a bright red, while `color_rgb(130, 0, 130)` is a medium magenta.