Handle event

MOUSEMOTION pos, rel, buttons

MOUSEBUTTONUP pos, button

KEYUP key, mod

Feature:

Choose folder

Draw stuff with color → only show files

Choose a certain file → path fix there

Reopen folder

Get parent

Get new folder

Save condition

Pickle.load / picklet.dump

Navigation by keys

Use key up

Display current folder

Put main dir into display info

Need a list of control

lst\_control = []

hovering

selected

Check even

mouse click → if in buttons then do button job else

Mouse hover

Draw → exece kute draw of all tuff

standard\_gray = (212,208,200)

standard\_gray\_2 = (222,218,210)

standard\_button = (100, 32)

on the way build tree

connect children

return data size

construct → build tree

throw file into display data

display data separate 2 set of file

→ calculate percentage

throw into smaller

if one file or folder → connect then together

type of even

click / hover / key press

all the position in the game is relative to its parent

**get in event if it respond yes then**

**remember it set stt to active**

**next time if not it the set it back to inactive**

**UP :273**

**DOWN- 274**

**LEFT -276**

**RIGHT – 275**

**back – 8**

**enter – 13**

**a = 97**

**w = 119**

**d = 100**

**s = 115**

**Display a treemap**

**Display path to the main directory (the one the user selects at program startup) blitted at the bottom of the screen**

**Continually update the text at the bottom of the window when the mouse is currently hovering over**

**Use a simple heuristic to make the map look better, try to divide the entire files into almost equal partition so that the ratio of every file stable.**

**Divide list of file into almost equal partitions**

**Then continue divide the new partitions until there is only one 1 file/ directory**

**If it is directory, continue to divide it**

**Handle key press to navigate the selected file:**

**Go from files to files**

**Go from files to directory**

**Go into directories**

**Go out directories**

**Refresh button: to re-examine the current folder**

**Create the winform, button and label class which can be used to build another winform application**

**Load new folder button : to load new folder during the run time**

**Exit button**