
```
$Id: asg4-oop-inheritance.mm,v 1.61 2014-07-18 19:05:12-07 - - $  
PWD: /afs/cats.ucsc.edu/courses/cmcs109-wm/Assignments/asg4-oop-inheritance  
URL: http://www2.ucsc.edu/courses/cmcs109-wm/:Assignments/asg4-oop-inheritance/
```

1. Overview

In this assignment you will implement a simple graphics package using the OpenGL graphics library. Using inheritance, geometric objects will be displayed in a window. The lab workstations all run X11 so there is no problem there. When you log into the server remotely, be sure to specify the `-X` option, as in:

```
ssh -X username@unix.ucsc.edu
```

Before you log into the server make sure you have an X11 client running on your own workstation.

2. Program Specification

The program is presented in the form of a Unix `man(1)` page.

NAME

`gdraw` — drawing program displaying objects in a window

SYNOPSIS

`gdraw` [*options*] [*filename*]

OPTIONS

All options are recognized by `getopt(3)`.

`-@ flags`

The flags specified are passed to the debugging macro. Debug output is printed to the standard error.

`-w width`

The initial width of the window. Default: 640.

`-h height`

The initial height of the window. Default: 480.

OPERANDS

Commands are read from the file whose name is given as an operand. If no filename is given, commands are read from the standard input.

COMMANDS

When the program begins, a window is created for displaying information, which consists of text and geometric objects of various kinds. The project proceeds in two parts:

- (a) Shapes are defined in terms of their sizes (length, width, or vertices).
- (b) Objects are drawn in the window by drawing commands, after which they may be altered by keyboard commands.

Sizes, lengths, widths, and coordinates are all floating point numbers, and measure pixels.

Colors may be specified by name using one of the names in the file `rgb.txt`, or by their hexadecimal values in the form `0xRRGGBB`, where `RR`, `GG`, and `BB` are the red, green, and blue components specified as two hexadecimal numbers in the range 00 to FF.

The **define** command makes a record of the definition of an shape and makes it available later for a draw command. The **draw** command creates an object in the screen's object list, to be displayed when the program starts.

The following commands are recognized. Each command is on a line by itself and terminates with the newline character. If the last character on a line is a backslash (\), the command is continued onto the next line.

...

A comment line is ignored, as are empty lines and lines consisting only of white space.

define name text font words...

A text object is created by concatenating all of the words together, each separated from the next by spaces. The font is any of the seven GLUT bitmap fonts:

- Fixed-8x13
- Fixed-9x15
- Helvetica-10
- Helvetica-12
- Helvetica-18
- Times-Roman-10
- Times-Roman-24

define name ellipse width height

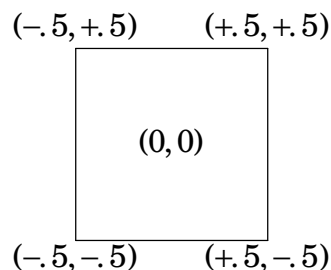
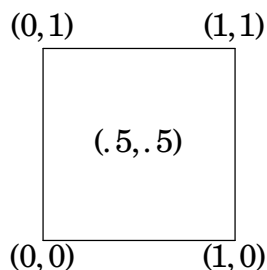
An ellipse is specified with the major and minor diameters specified. When drawn, the drawing coordinate is the center.

define name circle diameter

A circle is just an ellipse whose length and width are equal.

define name polygon x0 y0 x1 y1 x2 y2 ...

A polygon is specified with the number of vertices being equal to the number of (x, y) coordinates given. The polygon must be convex (each interior angle less than 180 degrees). The center of the polygon is at (\bar{x}, \bar{y}) , i.e., at the average of all the x coordinates and the average of the y coordinates. After computing the average, it is subtracted from each of the vertices to normalize them. For example, if the vertices are specified as shown in the left side of the diagram, they are normalized to that shown on the right side, so that (\bar{x}, \bar{y}) changes from $(.5, .5)$ to $(0, 0)$.



define name rectangle width height

A rectangle with the given width and height is defined with strictly horizontal and vertical lines with the given thickness. When drawn, the drawing coordinates will be the center.

define name square width

A square is a rectangle with equal width and height.

define name diamond width height

A diamond's width is from the leftmost to rightmost point and its height is from topmost to bottommost height. The draw command specifies its center.

define name triangle x0 y0 x1 y1 x2 y2

A triangle is just another name for a polygon.

define name right_triangle width height

Define a right triangle with width the horizontal bar extending to the right and height the vertical bar.

define name isosceles width height

The width specifies the width of the base, and the height specifies the perpendicular distance from the base to the apex.

define name equilateral width

Makes an isosceles triangle that is also equilateral.

border color thickness

Specifies the thickness in pixels of the border surrounding the selected object, and its color. Defaults: red, 4.

moveby pixels

The move parameter indicates how many pixels an object moves when directed by one keystroke. Default: 4.

draw color name xcenter ycenter

Draws an object with the center at (x, y) using the color specified.

KEYBOARD INPUT

Once the input file is finished, the keyboard is used to command the movements of the objects. The following keystrokes control the program:

'Q', 'q', Escape	Close the window.
'H', 'h', Left Arrow	Move the selected object left.
'J', 'j', Down Arrow	Move the selected object down.
'K', 'k', Up Arrow	Move the selected object up.
'L', 'l', Right Arrow	Move the selected object right.
'N', 'n', Space, Tab	Set the selection to the next object.
'P', 'p', Backspace	Set the selection to the previous object.
'0' ... '9'	Set the selection to objects 0 through 9, respectively.
F1 ... F12	Set the selection to objects 1 through 12, respectively.

An object is always displayed using the coordinates of the center. If an object is moved off the window, it appears at the other end of the window. That is, if

the x or y coordinate exceeds the width (height) of the window, it is set to 0. If it becomes negative, it is set to the width (height). The selected object is always surrounded by a border to make it visible. For objects 0 through 12, the object's number is displayed in the center of the object.

EXIT STATUS

- 0 No errors were detected.
- 1 Errors were detected and messages printed to the standard error.

3. Code

OpenGL and GLUT will be used to display the window. See the short example programs in the `misc/` subdirectory. Starter code is in the `code/` subdirectory. For documentation, Google using the terms “OpenGL” and/or “GLUT” and the name of the function, then look for results naming the web pages in www.opengl.org/documentation.

4. What to Submit

Submit all C++ source files and the **Makefile**. If you are doing pair programming, also submit the **PARTNER** file.