

EE422C_Project5

Project 5.

[Github URL](#)

Hamza Khatri

eid: hak533

Unique: 16220

Slip days used: <0>

Ali Kedwaii

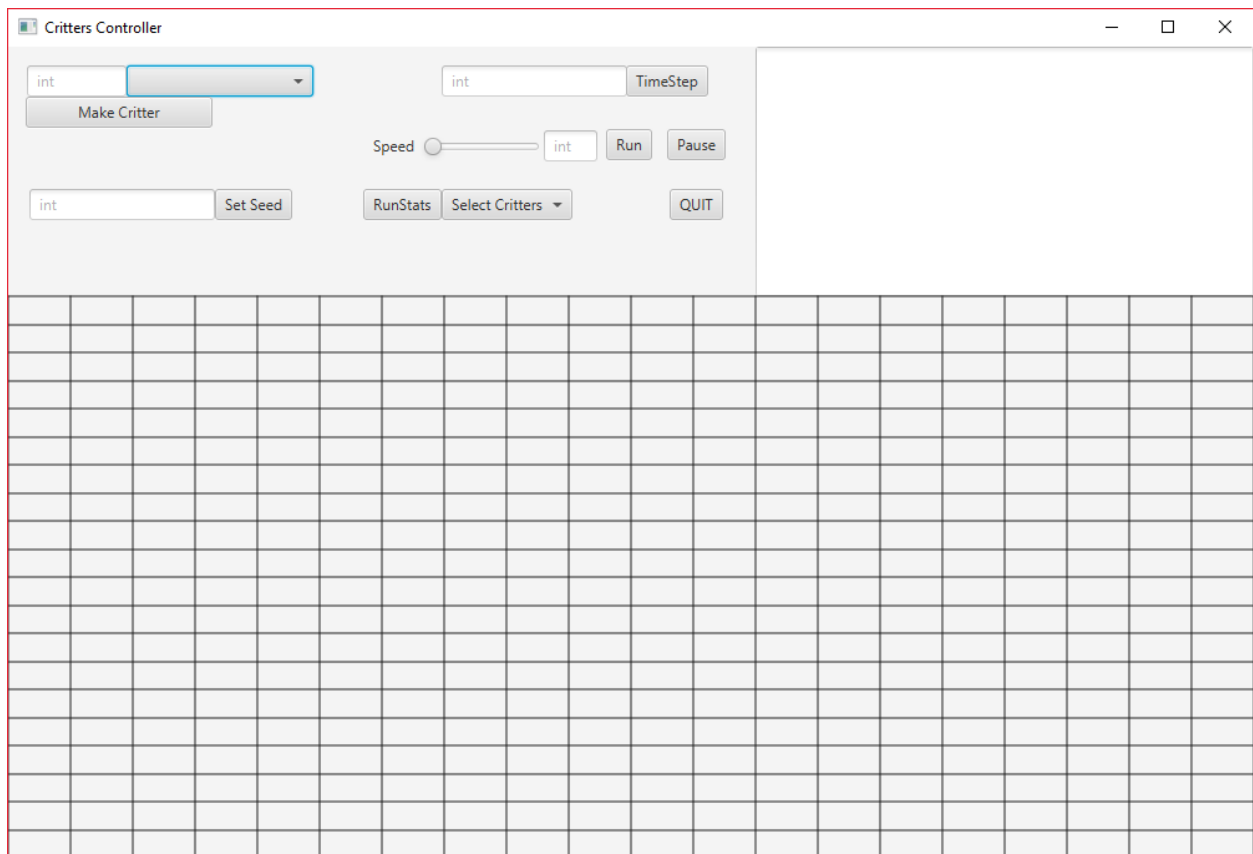
eid: mak3799

Unique: 16238

Slip days used: <0>

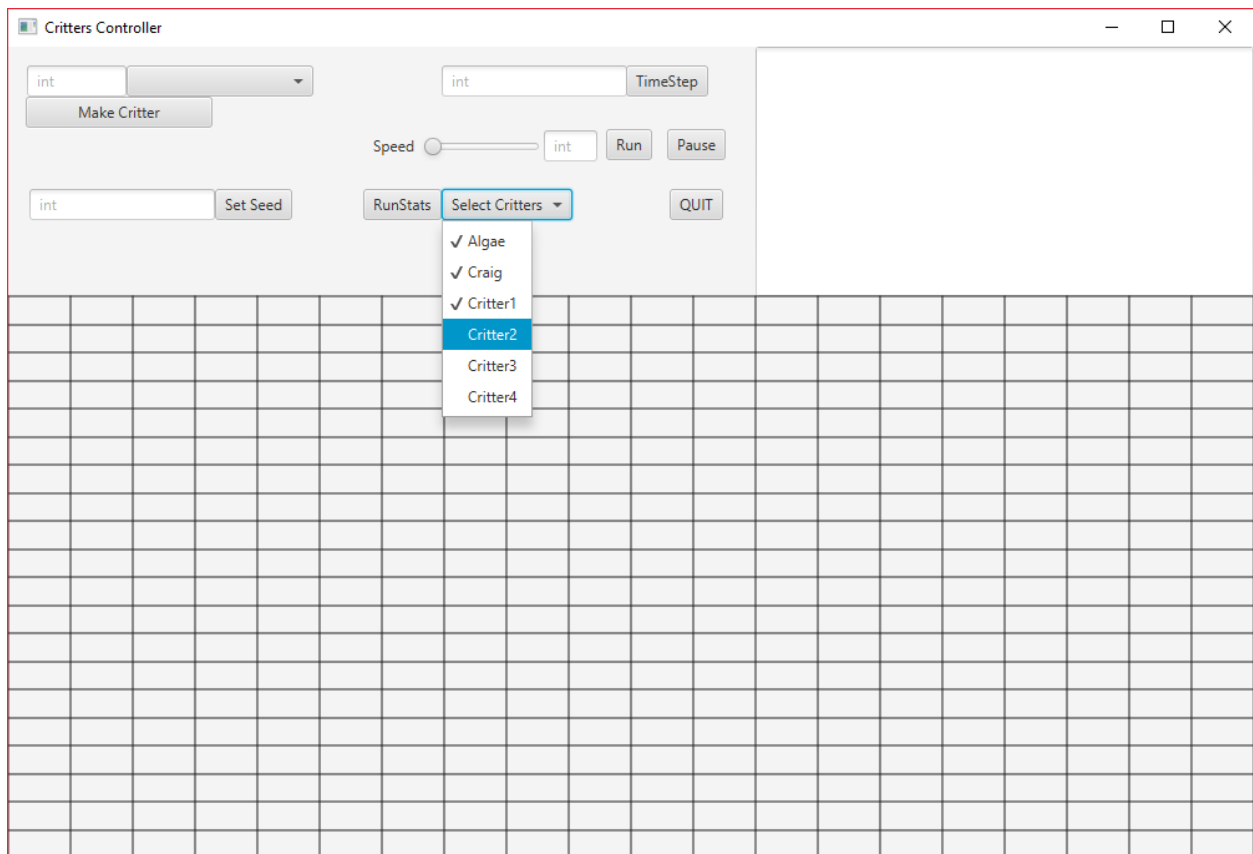
Description

Our code is largely unchanged aside from updating our individual critter classes, adding a Controller class to handle all the EventHandlers for the UI, and updating `displayWorld()` to include a `getShape()` method, which returns a canvas object to be used in the display.

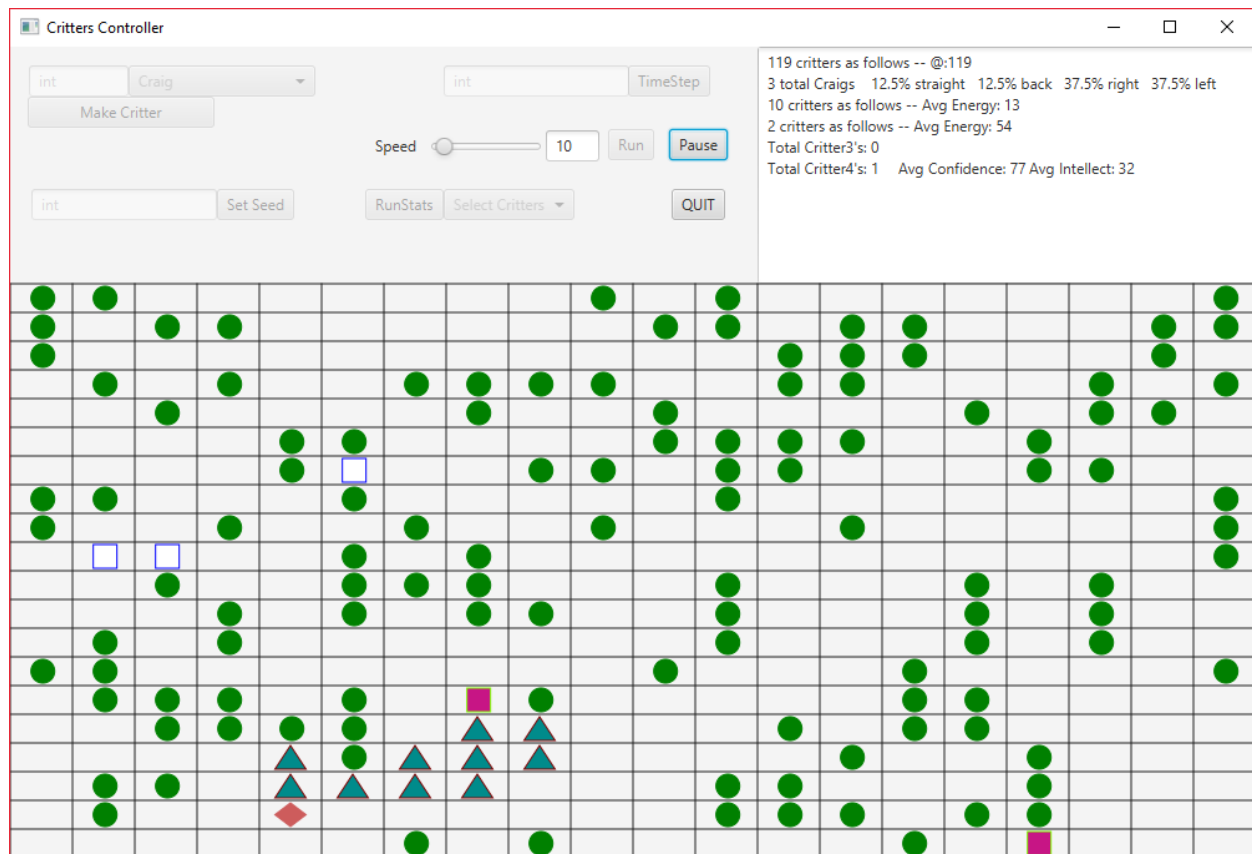


We have an `AnchorPane` for the controller and a `TextArea` for the `RunStats` display, both of which are in an `HBox`. The `HBox` and the `GridPane` that represents the world are both in a `VBox`.

For the controller, we have a `Button` and `TextField` for `SetSeed`, a `Button`, `TextField`, and `ChoiceBox` for `MakeCritter`, a `Button` and `TextField` for `TimeStep`, a `Slider`, `TextField` and two `Buttons` for animation, a `Button` and a `MenuButtonWith CheckMenuItem` nodes for `RunStats`, and a `Button` for quit.



The runStats MenuButton contains CheckMenuItem nodes to allow selection for multiple critters. Upon clicking RunStats, the information will be printed into the TextArea on the top right.



We have both a `Slider` and a `TextField` to control the animation. So, you can either type into the `TextField` or slide the `Slider`, and the other will be updated to match. These are used to change the speed of the animation. Upon hitting `Run`, all other `Buttons` are disabled except for `Pause` and `Quit`. Pressing `Pause` re-enables the other `Buttons`.