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# ShowPointClass.py
""" Illustrate the class Point
"""

from ThePointClass import *
from SimpleGraphics import *

def ShowPoint(P,c):
    DrawDisk(P.x,P.y,.1,FillColor=c)

def Midpoint(P1,P2):
    """ Returns a point that is the midpoint of
    a line segment that connects P1 and P2.

    PreC: P1 and P2 are points.
    """
    xm = (P1.x+P2.x)/2.0
    ym = (P1.y+P2.y)/2.0
    Q = Point(xm,ym)
    return Q

def RandomPoint(Lx,Rx,Ly,Ry):
    """ Returns a point that is randomly chosen
    randomly from the square  $Lx \leq x \leq Rx$ ,  $Ly \leq y \leq Ry$ .

    PreC: L and R are floats with  $L < R$ 
    """
    x = randu(Lx,Rx)
    y = randu(Ly,Ry)
    P = Point(x,y)
    return P

if __name__ == '__main__':
    """ demonstrates all the methods in the Point class
    and some functions that manipulate Point objects.
    """

    n = 3
    MakeWindow(n)
    for z in range(-n+1,n):
        DrawLineSeg(z,-n,z,n)
        DrawLineSeg(-n,z,n,z)

    # Create and display two points...
    P = Point(1,2)
    ShowPoint(P,RED)
    Q = Point(-2,-2)
    ShowPoint(Q,BLUE)

    # Indicate the distance between them...
    d = P.Dist(Q)
    Title('The Red-to-Blue distance is %5.2f % d)

    # Compute and display the midpoint
    M = Midpoint(P,Q)
    ShowPoint(M,GREEN)

    # Reflect the red point...

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S = P.Reflect()  
ShowPoint(S,PINK)
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# Rotate the blue point 30 degrees about the origib...  
T = Q.Rotate(30)  
ShowPoint(T,CYAN)
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# Display ten random points...  
for k in range(10):  
    P = RandomPoint(1,2,-2,-1)  
    ShowPoint(P,MAGENTA)
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ShowWindow()
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