

Sorta Awesome

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APCS2 pd05

HW46 -- ... And Ever Upward

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Sorta Awesome UML Diagram

Driver Class

SA

int rect1X, rect1Y, rect2X, rect2Y, rect3X, rect3Y
int rect4X, rect4Y, rect5X, rect5Y, recW, recH;
color rectColor, rect2Color, rect3Color, fillColor;
boolean Over1, Over2, Over3, Over4, Over5;
int state;

void setup();
void draw();
void makeText(String, int, int, int);
void update();
void mouseClicked();
boolean overRect(int,int);

For Small Scale Visualization

Box

private float y, x, dy, dx, w, h;
private int c;
private String num;

box(float,float,float,float,String, int);

float getEx();
float getY();

void moveDown();
void moveUp();
void moveRight();
void moveLeft();
void display();

SelectionSortSmall

int [] arr;

float boxWidth, boxHeight;

int firstBox, secondBox, arrSize, i , maxPos, pass;

void setup();

void draw();

SelectionSortSmall

int [] arr;

float boxWidth, boxHeight;

int firstBox, secondBox, arrSize, a, b, z, partition, i, old
boolean swapping, last

void setup();

void sort();

void draw();

For Large Scale Visualization

rArrIS

ArrayList<Integer> count
ArrayList<Rectangles[]> order;
Rectangles[] rawr;
int[] arr;

rArrIS(Rectangles[]);
Rectangles[] dupe(Rectangles[]);
void InsertionSortV()
void draw(int)
void swap(Rectangles[], int, int)

InsertionSortLarge

int counter;
rArr rects;
int[] arr

void setup();
void draw();
void setArr();
void keyPressed();

Rectangles

float x, y, w, h;
color c;

Rectangles(float,float,float,float,color);
void draw(int,int,boolean)
float getHeight();
void setHeight(float);
Rectangles dupe();

SelectionSortLarge

int counter;
rArr rects;
int[] arr

void setup();
void draw();
void setArr();
void keyPressed();

BubbleSortLarge

int counter;
rArr rects;
int[] arr

void setup();
void draw();
void setArr();
void keyPressed();

rArrBS

ArrayList<Integer> count
ArrayList<Rectangles[]> order;
Rectangles[] rawr;
int[] arr;

rArrBS(Rectangles[]);
Rectangles[] dupe(Rectangles[]);
void BubbleSortV()
void draw(int)
void swap(Rectangles[], int, int)

rArrSS

ArrayList<Integer> count
ArrayList<Rectangles[]> order;
Rectangles[] rawr;
int[] arr;

rArrIS(Rectangles[]);
Rectangles[] dupe(Rectangles[]);
void SelectionSortV()
void draw(int)
void swap(Rectangles[], int, int)