Landon Speer

Assignment Six

Programming Assignment Six

8/4/15

Description:

Write a program that displays two circles with radius 10 at location (40, 40) and (120, 150) with a line connecting the two circles. The distance between the circles is displayed along the line. The user can drag a circle. When that happens, the circle and its line are moved and the distance between the circles is updated.

Algorithms:

There are two lambda expressions that handle the two circles and make them update their centerX and centerY values. The line is also updated to move with the circle based on the location the circle is dragged to.

Design:

The program sets the default values to the circles and computes the default distance. Then there are two handlers that execute based on the primary mouse button clicking on one of the circles and dragging it. Based on the circle that is dragged the x and y values are updated to the new location of the mouse. The distance is also computed again based on the new locations of the circles and reprinted on the middle of the line.

Results/Observations:

The program lets the user drag the circles to wherever they want and the distance is updated accordingly. There is an issue with the user being able to drag the circles outside of the visible stage though. Other than that the program seems to work as designed.

Outputs: