Class Frame

java.lang.Object
    Frame

```
public class Frame
extends java.lang.Object
```

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Constructor Summary

Constructors

Constructor and Description

Frame(int frameNo, javafx.scene.image.Image image,
javafx.scene.image.Image map)
This is the constructor for Frame.

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method and Description
Frame	**getBack**() This function returns the frame behind the current frame, backFrame.
int	**getframeNo**() This function returns the unique ID of the frame, frameNo.
Frame	**getFront**() This frame returns the frame in front of the current frame, frontFrame
javafx.scene.image.Image	**getImage**() This function returns the image that is displayed to the user, image.
Frame	**getLeft**()

This frame returns the frame to the left of the current frame, leftFrame

javafx.scene.image.Image	**getMap**()	
	This function returns the image that the depicts the Frame's top view, map.	
int	**getOffset**()	
	This function returns the number of panes by which the panorama was shifted when capturing, offset.	
Frame	**getRight**()	
	This frame returns the frame to the right of the current frame, rightFrame	
void	**setBack**(**Frame** backFrame)	
	This function sets the frame to behind of the current frame.	
void	**setFront**(**Frame** frontFrame)	
	This function sets the frame to in front of the current frame.	
void	**setLeft**(**Frame** leftFrame)	
	This function sets the frame to the left of the current frame.	
void	**setOffset**(int offset)	
	This adjusts for any error made while taking the panorama shot.	
void	**setRight**(**Frame** rightFrame)	
	This function sets the frame to the right of the current frame.	

Methods inherited from class java.lang.Object

```
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait,
wait
```

Constructor Detail

Frame

```
public Frame(int frameNo,
             javafx.scene.image.Image image,
             javafx.scene.image.Image map)
```

This is the constructor for Frame. It makes a new instance of Frame.

Parameters:

frameNo - an int that gives the Frame a unique ID

```
image - an Image that represents how the frame will appear to the user

map - an Image that represents the top view of the location
```

Method Detail

setLeft

```
public void setLeft(Frame leftFrame)
```

This function sets the frame to the left of the current frame.

Parameters:

```
leftFrame - a Frame this is the frame that is to the left of the
current frame.
```

setRight

```
public void setRight(Frame rightFrame)
```

This function sets the frame to the right of the current frame.

Parameters:

```
rightFrame - a Frame this is the frame that is to the right of the
current frame.
```

setFront

```
public void setFront(Frame frontFrame)
```

This function sets the frame to in front of the current frame.

Parameters:

```
frontFrame - a Frame this is the frame that is in front of the current
frame.
```

setBack

```
public void setBack(Frame backFrame)
```

This function sets the frame to behind of the current frame.

Parameters:

```
backFrame - a Frame this is the frame that is behind the current
frame.
```

setOffset

```
public void setOffset(int offset)
```

This adjusts for any error made while taking the panorama shot.

Parameters:

```
offset - an int, the number of panes the frame has been shifted by.
```

getLeft

```
public Frame getLeft()
```

This frame returns the frame to the left of the current frame, leftFrame

Returns:

```
leftFrame a Frame, the one to the left of the current frame.
```

getRight

```
public Frame getRight()
```

This frame returns the frame to the right of the current frame, rightFrame

Returns:

```
rightFrame a Frame, the one to the right of the current frame.
```

getFront

```
public Frame getFront()
```

This frame returns the frame in front of the current frame, frontFrame

Returns:

```
frontFrame a Frame, the one in front of the current frame.
```

getBack

```
public Frame getBack()
```

This function returns the frame behind the current frame, backFrame.

Returns:

```
backFrame a Frame, the one behind the current frame.
```

getImage

```
public javafx.scene.image.Image getImage()
```

This function returns the image that is displayed to the user, image.

Returns:

```
image an Image, the displayed by the Frame to the user.
```

getMap

```
public javafx.scene.image.Image getMap()
```

This function returns the image that the depicts the Frame's top view, map.

Returns:

```
map an Image, the one to that shows the location from above.
```

getframeNo

```
public int getframeNo()
```

This function returns the unique ID of the frame, frameNo.

Returns:

```
frameNo an int, the unique ID of the Frame.
```

getOffset

```
public int getOffset()
```

This function returns the number of panes by which the panorama was shifted when capturing, offset.

Returns:

```
offset an int, the number of panes by which the panorama was shifted
```