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Version: January 2018

See http://pooh.poly.asu.edu/Ser321/Assigns/Assign2/assign2.html

Purpose: Sample Java program demonstrating Ant builds, a simple

javax.swing GUI for waypoint manipulation, and sample java program using

a Waypoint class.

This program is executable on MacOS, or Linux.

Classes in Java to demonstrate defining a simple GUI with javax.swing

components, and controlling that GUI. This program represents the

View (WaypointGUI class) and Control (SampleAssign2 class) components.

The Assign2 project includes an Ant build file, with the following

targets: prepare, clean, build.gui, execute.gui, build.waypoint, and targets.

To execute ant using the build.xml in this directory, you will need to

copy the file: antlibs.jar from the lib directory to your home directory:

cp lib/antlibs.jar ~

or

cp lib/antlibs.jar $HOME/

Note that ~ (tilde) is a shortcut for $HOME

then extract the antlibs.jar file:

pushd ~

jar xvf antlibs.jar

pushd -0

The pushd commands manipulate a stack of directories for switching your

bash's current directory. The first pushd pushes home onto the stack and

switches the current directory to home. The second pushd takes you

back to whatever directory you were in before the first.

To run the GUI example, from a bash shell in the project directory, execute the

command:

ant execute.gui

To run the Waypoint program:

ant build.waypoint

java -cp classes ser321.Waypoint

this will prompt for sample waypoint input. See the file samples.txt which

contains several example waypoints. Enter the waypoints and then the last

line of input should be calc. See the web page:

http://www.movable-type.co.uk/scripts/latlong.html

for the algorithms for providing full implementations of the great circle

distance and heading.

To clean the project (remove the .class files) execute:

ant clean