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Assignment: Optional: Pre-grading Feedback on Programming Assignment Extension

✔ Pass the exercise

(</learn/object-oriented-java/peer/UG1YU/optional-pre-grading-feedback-on-programming-assignment-extension/submit>)

✔ Review 3 classmates

0/3 reviews completed

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Instructions (</learn/object-oriented-java/peer/UG1YU/optional-pre-grading-feedback-on-programming-assignment-extension>)

My submission (</learn/object-oriented-java/peer/UG1YU/optional-pre-grading-feedback-on-programming-assignment-extension/submit>)

Review classmates (</learn/object-oriented-java/peer/UG1YU/optional-pre-grading-feedback-on-programming-assignment-extension/give-feedback>)

Discussions (</learn/object-oriented-java/peer/UG1YU/optional-pre-grading-feedback-on-programming-assignment-extension/discussions>)


Submit your assignment

[Preview grading criteria](#)

Title

Extension_Assignment_Show_Only_Highest_Quakes

Please upload your screenshot as a png or jpg format file (**step 1** from the assignment instructions).

 Assignment_Extension_Show_Highest_quakes.png (https://s3.amazonaws.com/coursera-uploads/peer-review/NFijtRnpEeW9dA4X94-nLQ/ae05999108334bb1f185380d56086131/Assignment_Extension_Show_Highest_quakes.png)

✕

Extension_Assignment_Show_Only_Highest_Quakes_Screenshot

Extension_Assignment_Show_Only_Highest_Quakes_Screenshot

Help Center

In 3-6 sentences of plain English, describe what functionality your program includes over the basic requirements of the project through module 6 (**step 2** from the assignment instructions).

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For any quake response team it is best to know where are the top most quakes happening. To facilitate that, this extension has a button called "Highest Quakes Only" on the side below map key area. Clicking the button shows only top 20 earth quakes and re-clicking the button resets and shows all the earthquakes.

In 1-3 paragraphs (3-5 sentences each) or a bulleted list (1-3 sentences per bullet) describe the additions/modifications you made to the code to support your extension (**step 3** from the assignment instructions).

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- All the changes I made are made in the EarthquakeCityMap class. Added a private boolean `isShowingHighestQuakes = false` and a private int `numHighestQuakesToShow = 20`;
- Added a method called `addHighestButton()` which draws the button and is called at the end of the draw method. In this method two rectangles are drawn (one inside the other) give it a look and feel of button.
- added `showHighestQuakes(int numToShow)` method which is called from `mouseClicked()` method. In `mouseClicked()`, the click location is checked if it is in the button area, if it is in the button area, `showHighestQuakes(numHighestQuakesToShow)`. In `showHighestQuakes` method if current state is showing all quakes then it sorts the quakes and shows only the top `numHighestQuakesToShow` number of quakes. If the current state is showing only highest quakes then it resets and shows all quakes.
- The number of highest quakes to show can be adjusted by the parameter "`numHighestQuakesToShow`".

Last saved on January 19, 2016 at 2:42pm

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Preview

