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

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

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Your work is submitted.

It will now be reviewed by your classmates. When your feedback is ready, we'll email you. In the meantime, you should review classmates' submissions.

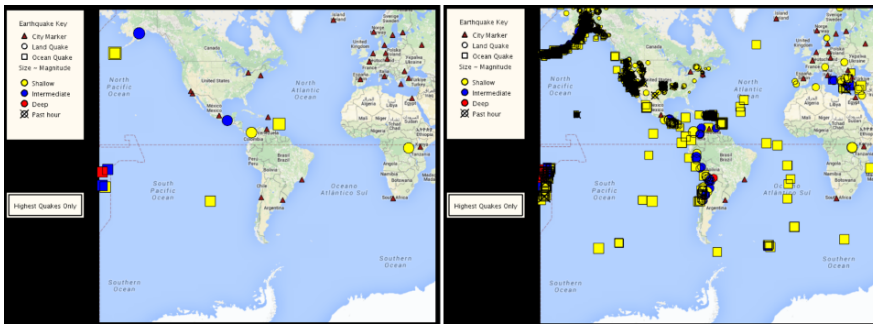
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Extension_Assignment_Show_Only_Highest_Quakes

January 19, 2016

Shareable Link (<https://www.coursera.org/learn/object-oriented-java/peer/UG1YU/optional-pre-grading-feedback-on-programming-assignment-extension/review/Khef9r7-EeWi8RIB1mPJMW>)

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



Clicking "Highest Quakes Only" button shows only top 20 quakes.

Re-clicking button resets, and shows all the quakes

Extension_Assignment_Show_Only_Highest_Quakes_Screenshot

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).


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).

- 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".

 Edit submission

Comments

Visible to classmates

