

DIS2 - Assignment3

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To Compile The Window Program:

```
javac -cp GES.jar;. toolkit/*.java  
javac -cp GES.jar;. helloworld/*.java
```

To Run The Window Program:

```
java -cp GES.jar;. helloworld.Main
```

DISCLAIMER

This app depends on the size of the host OS's size of title bar and its border.
The mouse position was not reported correctly by GES.
GES reports the mouse position with the height of the host OS's title bar and its window's border being left out.

We hard coded the height of the title bar and the border size. Thus when you have different size of title bar and windows border, than the app will not work correctly.

The setting that we are optimizing our app to: Windows 8 with window border size = 0px. And title bar = 25px.

ANSWERS

Task 1:

Graphics and Event Library:

➔ toolkit.Desktop extends GraphicsEventLibrary

Base Window System:

➔ toolkit.Window

➔ toolkit.WindowEventHandler

Window Manager:

➔ toolkit.WindowManager

UI Toolkit:

➔ toolkit.*

i) toolkit.Button

ii) toolkit.ButtonEventHandler

iii) toolkit.CloseButton

- iv) toolkit.CloseButtonhandler
- v) toolkit.Constants
- vi) toolkit.EventArgs
- vii) toolkit.Helper
- viii) toolkit.Label
- ix) toolkit.Listener
- x) toolkit.MinimiseButton
- xi) toolkit.MinimiseButtonHandler
- xii) toolkit.MouseEventHandler
- xiii) toolkit.SizeType
- xiv) toolkit.Slider
- xv) toolkit.SliderEventHandler
- xvi) toolkit.Vector
- xvii) toolkit.Widget

Task 2:

The difference between callback and event listener is that a callback can just alert a single caller that some operation has been successfully completed with some result **whereas** event listener can alert multiple nodes that some event completed.

The similarity between callback and event listener is that both notifies the party who called the event about task completion.

Extra

slider widget -> toolkit.Slider

Slider is functional according to the user manual.