

Graphical User Interface Drawing

Object Oriented Programming
2022 First Semester
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Today's theme

- Fundamentals of drawing in Java
- Handling mouse events
 - Mouse motions
 - Mouse button actions
- sample programs

<https://github.com/oop-mc-saga/SampleGUI2>

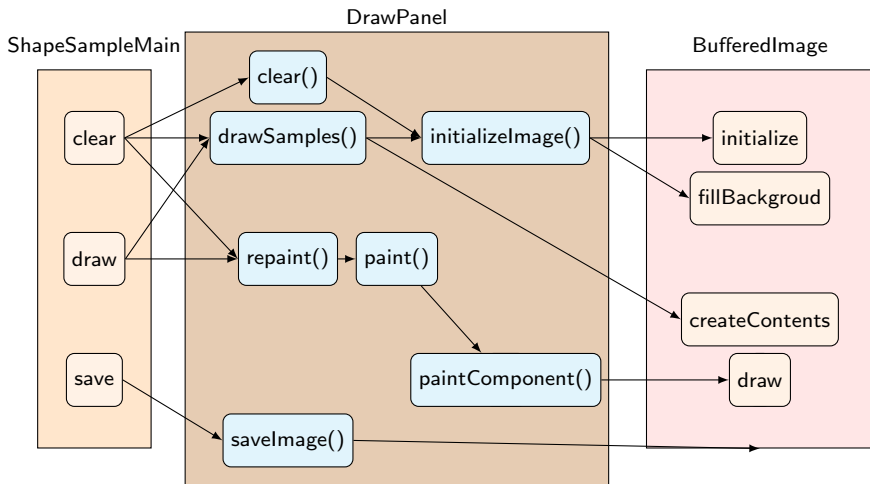
Drawing with `javax.swing`

- `paint()` calls the following methods sequentially
 - `paintComponent()`
 - `paintBorder()`
 - `paintChildren()`
- Override `paintComponent()` for your drawing purposes
 - Specify each drawing process
- Graphic contents are bound to an instance of `java.awt.Graphics`.

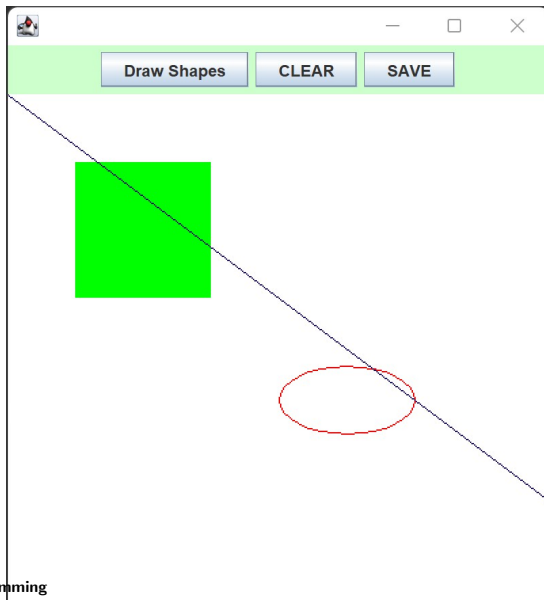
Redrawing processes

- Redrawing starts at, for instance,
 - changes in sequences of windows
 - restoring a window from icon
- It will need long time if drawing from scratch
- Redrawing event calls `repaint()`.
 - `repaint()` calls `paint()` internally
- Store image as `java.awt.image.BufferedImage` for quick redrawing
 - Put the stored image to canvas in `paintComponent()`
 - The stored image can be saved as a file

Components in shapeSample



Running screen



Initialize image

- Create a BufferedImage instance
- Fill the rectangle area of the image with the background color.
- `image.getGraphics()` returns the graphic contexts of image.

```
1 public void initializeImage() {  
2     Dimension dimension = getPreferredSize();  
3     //create new image  
4     image = new BufferedImage(dimension.width, dimension.height,  
5         BufferedImage.TYPE_INT_RGB);  
6     Graphics2D g = (Graphics2D) image.getGraphics();  
7     g.setColor(this.getBackground()); //fill with background color  
8     g.fillRect(0, 0, dimension.width, dimension.height);  
9 }
```


Draw image

```
1 public void drawSamples() {  
2     initializeImage();  
3     Graphics2D g = (Graphics2D) image.getGraphics();  
4     //rectangle  
5     Rectangle2D.Double rect  
6         = new Rectangle2D.Double(50., 50., 100., 100.);  
7     g.setColor(Color.GREEN);  
8     g.fill(rect);  
9     //ellipse  
10    Ellipse2D.Double ellipse  
11        = new Ellipse2D.Double(200., 200., 100., 50.);  
12    g.setColor(Color.RED);  
13    g.draw(ellipse);  
14    //straight line  
15    g.setColor(new Color(30, 20, 100));  
16    Line2D.Double line = new Line2D.Double(0., 0., 400., 300.);  
17    g.draw(line);  
18 }
```

Put image

- Put image in paintComponent()

```
1 public void paintComponent(java.awt.Graphics g) {  
2     if (image == null) {return;}  
3     ///put image  
4     g.drawImage(image,  
5         0, 0, image.getWidth(), image.getHeight(), this);  
6 }
```

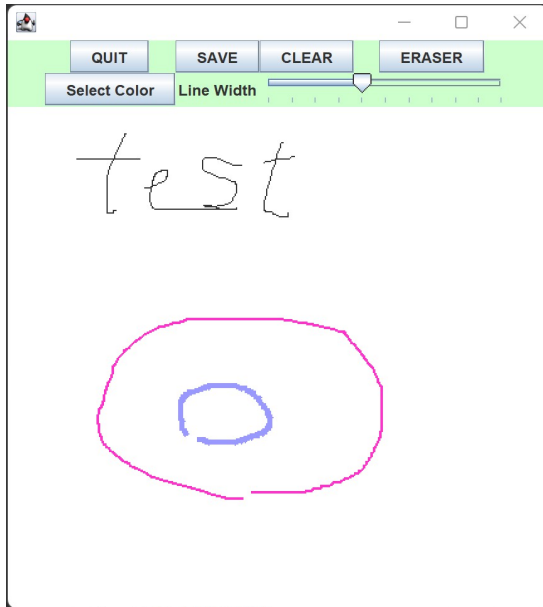
javax.imageio.ImageIO class

- Collection of methods for manipulating image files
- `read()`: reading image from file
- `write()`: writing image to file

```
1 public void saveImage(File file) {  
2     if (!fileChooser.FileUtilGUI.checkWritable(file)) {  
3         return;  
4     }  
5     try ( FileOutputStream out = new FileOutputStream(file)) {  
6         String ext = FileIO.getExtention(file.getName());  
7         try {  
8             javax.imageio.ImageIO.write(image, ext, out);  
9             String message  
10                = "Image is saved to " + file.getName();  
11             fileChooser.FileUtilGUI.showMessage(message);  
12         } catch (IOException ex) {  
13             fileChooser.FileUtilGUI.showError(ex.getMessage());  
14         }  
15     }  
16 }
```

Simple Drawer

- Draw curves using Mouse
 - `java.awt.event.MouseListener`
 - `java.awt.event.MouseMotionListener`
- Set line width
 - `java.awt.BasicStroke`
- Eraser
 - Draw thick curve with background color



Handling mouse events

- Implement interfaces
 - `java.awt.event.MouseListener`
 - `java.awt.event.MouseMotionListener`
 - Implement methods for these interfaces
- Set listeners

```
1 addMouseListener(this);  
2 addMouseMotionListener(this);
```

Drawing with mouse

- Press mouse button
 - `mousePressed()`
- Drag mouse
 - `mouseDragged()`
- Release mouse button
 - `mouseReleased()`

Basic concepts of drawing

- Press mouse button
 - Save mouse position to the point variable.
 - `java.awt.Point` holds integer (x, y) coordinate
- Drag mouse
 - Draw between the current and previous points
 - Save the current point to the point variable.
- Release mouse button
 - Draw between the current and previous points
 - Clear the point variable.

Connecting the current point to the previous

```
1 public void mouseDragged(MouseEvent e) {
2     if (point != null) {
3         Graphics2D g = (Graphics2D) image.getGraphics();
4         if (eraser) {//eraser case
5             g.setColor(this.getBackground());
6             g.setStroke(eraserStroke);
7         } else {
8             g.setColor(this.getForeground());
9             g.setStroke(stroke);
10        }
11        g.drawLine(point.x, point.y, e.getX(), e.getY());
12        point = new Point(e.getX(), e.getY());
13    }
14    repaint();
15 }
```

Mouse Methods

```
1 public void mousePressed(MouseEvent e) {
2     point = new Point(e.getPoint());
3 }
4
5 public void mouseReleased(MouseEvent e) {
6     if (point != null) {
7         Graphics2D g = (Graphics2D) image.getGraphics();
8         if (eraser) {//eraser case
9             g.setColor(this.getBackground());
10            g.setStroke(eraserStroke);
11        } else {
12            g.setColor(this.getForeground());
13            g.setStroke(stroke);
14        }
15        g.drawLine(point.x, point.y, e.getX(), e.getY());
16        point = null;
17    }
18    repaint();
19 }
```

Set line width

- Class for line properties
 - `java.awt.BasicStroke`
 - line width, terminal styles, etc.
- Set through `Graphic2D.setStroke()`

```
1 public void setLineWidth(int w) {  
2     if (w < 1) {  
3         w = 1;  
4     }  
5     stroke = new BasicStroke((float) w, BasicStroke.CAP_ROUND,  
6                             BasicStroke.JOIN_ROUND);  
7 }
```

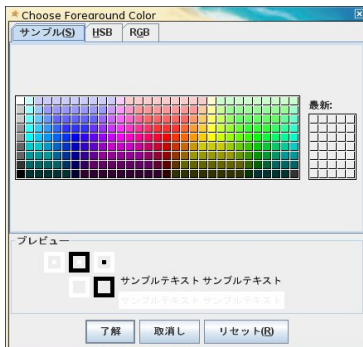
Set Color

• Using javax.swing.JColorChooser

```

1 private void selectColorActionPerformed(
2     java.awt.event.ActionEvent evt) {
3     java.awt.Color newColor =
4         JColorChooser.showDialog(
5         this, "Choose Foreground Color", getBackground());
6     drawPanel.setForeground(newColor);
7 }

```



Exercise: quiz

Let us add a polygon to `shapeSamples`.