

JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

client

## Class PictionaryClient

- java.lang.Object
- - java.awt.Component
  - - java.awt.Container
    - - java.awt.Window
      - - java.awt.Frame
        - - javax.swing.JFrame
          -

- client.PictionaryClient

- 

All Implemented Interfaces:

java.awt.event.KeyListener, java.awt.image.ImageObserver, java.awt.MenuContainer,  
java.io.Serializable, java.util.EventListener, javax.accessibility.Accessible,  
javax.swing.RootPaneContainer, javax.swing.WindowConstants

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```
public class PictionaryClient
extends javax.swing.JFrame
implements java.awt.event.KeyListener
```

See Also:

Serialized Form

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## Nested Class Summary

- 

### Nested classes/interfaces inherited from class java.awt.Window

java.awt.Window.Type

- 

### Nested classes/interfaces inherited from class java.awt.Component

java.awt.Component.BaselineResizeBehavior

- 

## Field Summary

- 

### Fields inherited from class javax.swing.JFrame

EXIT\_ON\_CLOSE

- 

### Fields inherited from class java.awt.Frame

CROSSHAIR\_CURSOR, DEFAULT\_CURSOR, E\_RESIZE\_CURSOR,  
HAND\_CURSOR, ICONIFIED, MAXIMIZED\_BOTH, MAXIMIZED\_HORIZ,  
MAXIMIZED\_VERT, MOVE\_CURSOR, N\_RESIZE\_CURSOR,  
NE\_RESIZE\_CURSOR, NORMAL, NW\_RESIZE\_CURSOR, S\_RESIZE\_CURSOR,  
SE\_RESIZE\_CURSOR, SW\_RESIZE\_CURSOR, TEXT\_CURSOR,

W\_RESIZE\_CURSOR, WAIT\_CURSOR

## Fields inherited from class java.awt.Component

BOTTOM\_ALIGNMENT, CENTER\_ALIGNMENT, LEFT\_ALIGNMENT,  
RIGHT\_ALIGNMENT, TOP\_ALIGNMENT

## Fields inherited from interface javax.swing.WindowConstants

DISPOSE\_ON\_CLOSE, DO\_NOTHING\_ON\_CLOSE, HIDE\_ON\_CLOSE

## Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES,  
SOMEBITS, WIDTH

## Constructor Summary

Constructors

### Constructor and Description

**PictionaryClient**(ClientUpdateThread t)

Constructor for PictionaryClient class Sets up the various JPanels, and GUI elements

## Method Summary

Methods

Modifier and Type	Method and Description
void	<b>addNewGuess</b> (java.lang.String guess) Read in guesses and add them to the history
void	<b>clearBoard</b> ( ) Clears the board of all drawings
java.awt.Color	<b>getColor</b> ( ) Checks color button group and returns color choice
int	<b>getColorX</b> ( ) Get the x position of the color button

int	<b>getColorY()</b> Get the y position of the color button
boolean	<b>getFill()</b> Checks fill button group and returns fill choice
java.lang.String	<b>getGuess()</b> The textfield retrieves the guess from guesser
void	<b>getNewColor()</b> Retrieves new color by enabling the ColorChooser panel
java.lang.String	<b>getShapeType()</b> Checks shape button group and returns shape choice
boolean	<b>isArtist()</b>
void	<b>keyPressed()</b> (java.awt.event.KeyEvent e) Once guesser hits enter, the guess is sent to guessHandle, where it will be posted to the guess history and checked if correct
void	<b>keyReleased()</b> (java.awt.event.KeyEvent e)
void	<b>keyTyped()</b> (java.awt.event.KeyEvent e)
static void	<b>main()</b> (java.lang.String[] args) Starts the applet
void	<b>onClose()</b> Ends the timer Ends the client thread
void	<b>processWindowEvent()</b> (java.awt.event.WindowEvent e) Detects if the window is closing.
void	<b>readScores()</b> (java.lang.String scores) Read in high scores list from [server]
void	<b>resetButtons()</b> Reset all buttons to white backgrounds
void	<b>resetTimer()</b> Resets the timer
void	<b>setArtist()</b> Sets the panel to be associated with the artist
void	<b>setCategory()</b> (java.lang.String s)
void	<b>setGuesser()</b> Sets the panel to be associated with a guesser
void	<b>setWord()</b> (java.lang.String s) Sets the word that player will be drawing, and guessers will have to guess

void	<b>startTimer()</b> Resume the timer
void	<b>stopTimer()</b> Pause the timer
void	<b>submitGuess()</b> Prints the guess onto the guess history checks if the guess is equal to the active word If user got guess correct, approval message appears
void	<b>undoBoard()</b> Reverts to the board to it's last drawn state
void	<b>updateBoard</b> ( java.lang.String s) Updates the board to add the shape
void	<b>uploadShape</b> ( java.lang.String s) Uploads shape to the client thread

•

## Methods inherited from class javax.swing.JFrame

getAccessibleContext, getContentPane,  
getDefaultCloseOperation, getGlassPane, getGraphics,  
getJMenuBar, getLayeredPane, getRootPane, getTransferHandler,  
isDefaultLookAndFeelDecorated, remove, repaint,  
setContentPane, setDefaultCloseOperation,  
setDefaultLookAndFeelDecorated, setGlassPane, setIconImage,  
setJMenuBar, setLayeredPane, setLayout, setTransferHandler,  
update

•

## Methods inherited from class java.awt.Frame

addNotify, getCursorType, getExtendedState, getFrames,  
getIconImage, getMaximizedBounds, getMenuBar, getState,  
getTitle, isResizable, isUndecorated, remove, removeNotify,  
setBackground, setCursor, setExtendedState,  
setMaximizedBounds, setMenuBar, setOpacity, setResizable,  
setShape, setState, setTitle, setUndecorated

•

## Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener,  
addWindowFocusListener, addWindowListener,  
addWindowStateListener, applyResourceBundle,  
applyResourceBundle, createBufferStrategy,  
createBufferStrategy, dispose, getBackground,

getBufferStrategy, getFocusableWindowState,  
getFocusCycleRootAncestor, getFocusOwner, getFocusTraversalKeys,  
getIconImages, getInputContext, getListeners, getLocale,  
getModalExclusionType, getMostRecentFocusOwner, getOpacity,  
getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit,  
getType, getWarningString, getWindowFocusListeners, getWindowListeners,  
getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop,  
isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow,  
isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing,  
isValidateRoot, pack, paint, postEvent, removeWindowFocusListener,  
removeWindowListener, removeWindowStateListener, reshape,  
setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor,  
setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation,  
setLocation, setLocationByPlatform, setLocationRelativeTo,  
setMinimumSize, setModalExclusionType, setSize, setSize, setType,  
setVisible, show, toBack, toFront

## **Methods inherited from class java.awt.Container**

add, add, add, add, add, addContainerListener,  
applyComponentOrientation, areFocusTraversalKeysSet,  
countComponents, deliverEvent, doLayout, findComponentAt,  
findComponentAt, getAlignmentX, getAlignmentY, getComponent,  
getComponentAt, getComponentAt, getComponentCount,  
getComponents, getComponentZOrder, getContainerListeners,  
getFocusTraversalPolicy, getInsets, getLayout,  
getMaximumSize, getMinimumSize, getMousePosition,  
getPreferredSize, insets, invalidate, isAncestorOf,  
isFocusCycleRoot, isFocusTraversalPolicyProvider,  
isFocusTraversalPolicySet, layout, list, list, locate,  
minimumSize, paintComponents, preferredSize, print,  
printComponents, remove, removeAll, removeContainerListener,  
setComponentZOrder, setFocusTraversalKeys,  
setFocusTraversalPolicy, setFocusTraversalPolicyProvider,  
setFont, transferFocusDownCycle, validate

## **Methods inherited from class java.awt.Component**

action, add, addComponentListener, addFocusListener,  
addHierarchyBoundsListener, addHierarchyListener,  
addInputMethodListener, addKeyListener, addMouseListener,  
addMouseMotionListener, addMouseWheelListener, bounds,  
checkImage, checkImage, contains, contains, createImage,  
createImage, createVolatileImage, createVolatileImage,  
disable, dispatchEvent, enable, enable, enableInputMethods,  
firePropertyChange, firePropertyChange, firePropertyChange,

firePropertyChange, firePropertyChange, firePropertyChange,  
getBaseline, getBaselineResizeBehavior, getBounds, getBounds,  
getColorModel, getComponentListeners, getComponentOrientation,  
getCursor, getDropTarget, getFocusListeners,  
getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground,  
getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners,  
getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners,  
getInputMethodRequests, getKeyListeners, getLocation, getLocation,  
getLocationOnScreen, getMouseListeners, getMouseMotionListeners,  
getMousePosition, getMouseWheelListeners, getName, getParent, getPeer,  
getPropertyChangeListeners, getPropertyChangeListeners, getSize,  
getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent,  
hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet,  
isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner,  
isFocusTraversable, isFontSet, isForegroundSet, isLightweight,  
isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid,  
isVisible, keyDown, keyUp, list, list, list, location, lostFocus,  
mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move,  
nextFocus, paintAll, prepareImage, prepareImage, printAll,  
removeComponentListener, removeFocusListener,  
removeHierarchyBoundsListener, removeHierarchyListener,  
removeInputMethodListener, removeKeyListener, removeMouseListener,  
removeMouseMotionListener, removeMouseWheelListener,  
removePropertyChangeListener, removePropertyChangeListener, repaint,  
repaint, repaint, requestFocus, requestFocusInWindow, resize, resize,  
revalidate, setComponentOrientation, setDropTarget, setEnabled,  
setFocusable, setFocusTraversalKeysEnabled, setForeground,  
setIgnoreRepaint, setLocale, setMaximumSize, setName, setPreferredSize,  
show, size, toString, transferFocus, transferFocusBackward,  
transferFocusUpCycle

- **Methods inherited from class java.lang.Object**

equals, getClass, hashCode, notify, notifyAll, wait, wait,  
wait

- **Methods inherited from interface java.awt.MenuContainer**

getFont, postEvent

- -

## Constructor Detail

- 

### PictionaryClient

```
public PictionaryClient(ClientUpdateThread t)
```

Constructor for PictionaryClient class Sets up the various JPanels, and GUI elements

- 

## Method Detail

- 

### submitGuess

```
public void submitGuess()
```

Prints the guess onto the guess history checks if the guess is equal to the active word If user got guess correct, approval message appears

- 

### main

```
public static void main(java.lang.String[] args)
```

Starts the applet

Parameters:

args - no arguments necessary

- 

### getNewColor

```
public void getNewColor()
```

Retrieves new color by enabling the ColorChooser panel

- 

### getShapeType

```
public java.lang.String getShapeType()
```

Checks shape button group and returns shape choice

Returns:

"Rect" | "Oval" | "Line" | "Free"

-



## **getColor**

```
public java.awt.Color getColor()
```

Checks color button group and returns color choice

Returns:

Color



## **getFill**

```
public boolean getFill()
```

Checks fill button group and returns fill choice

Returns:

boolean



## **getColorX**

```
public int getColorX()
```

Get the x position of the color button

Returns:

int x



## **getColorY**

```
public int getColorY()
```

Get the y position of the color button

Returns:

int y



## **resetButtons**

```
public void resetButtons()
```

Reset all buttons to white backgrounds



## **readScores**

```
public void readScores(java.lang.String scores)
```

Read in high scores list from [server]



### **addNewGuess**

```
public void addNewGuess(java.lang.String guess)
```

Read in guesses and add them to the history



### **processWindowEvent**

```
public void processWindowEvent(java.awt.event.WindowEvent e)
```

Detects if the window is closing. Destroys all associated threads

#### **Overrides:**

processWindowEvent in class javax.swing.JFrame

Parameters:

e - - WindowEvent



### **getGuess**

```
public java.lang.String getGuess()
```

The textfield retrieves the guess from guesser

Returns:

string value containing the guess



### **setArtist**

```
public void setArtist()
```

Sets the panel to be associated with the artist



### **setGuesser**

```
public void setGuesser()
```

Sets the panel to be associated with a guesser



### **isArtist**

```
public boolean isArtist()
```



### **clearBoard**

```
public void clearBoard()
```

Clears the board of all drawings



### **undoBoard**

```
public void undoBoard()
```

Reverts to the board to it's last drawn state



### **updateBoard**

```
public void updateBoard(java.lang.String s)
```

Updates the board to add the shape

Parameters:

s -



### **setWord**

```
public void setWord(java.lang.String s)
```

Sets the word that player will be drawing, and guessers will have to guess

Parameters:

s - - the word



### **setCategory**

```
public void setCategory(java.lang.String s)
```



### **resetTimer**

```
public void resetTimer()
```

Resets the timer



### **startTimer**

```
public void startTimer()
```

Resume the timer



## **stopTimer**

```
public void stopTimer()
```

Pause the timer



## **onClose**

```
public void onClose()
```

Ends the timer Ends the client thread



## **uploadShape**

```
public void uploadShape(java.lang.String s)
```

Uploads shape to the client thread

Parameters:

s - - string value representing the shape



## **keyTyped**

```
public void keyTyped(java.awt.event.KeyEvent e)
```

**Specified by:**

keyTyped in interface java.awt.event.KeyListener



## **keyPressed**

```
public void keyPressed(java.awt.event.KeyEvent e)
```

Once guesser hits enter, the guess is sent to guessHandle, where it will be posted to the guess history and and checked if correct

**Specified by:**

keyPressed in interface java.awt.event.KeyListener

Parameters:

e - - Enter key



## **keyReleased**

```
public void keyReleased(java.awt.event.KeyEvent e)
```

**Specified by:**

keyReleased in interface java.awt.event.KeyListener

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

client

## Class LobbyClient

- java.lang.Object
- - java.awt.Component
  - - java.awt.Container
    - - java.awt.Window
      - - java.awt.Frame
        - - javax.swing.JFrame
          -

- client.LobbyClient

- 

All Implemented Interfaces:

java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable,  
javax.accessibility.Accessible, javax.swing.RootPaneContainer, javax.swing.WindowConstants

---

```
public class LobbyClient
extends javax.swing.JFrame
```

See Also:

Serialized Form

- 

- 

## Nested Class Summary

- 

### Nested classes/interfaces inherited from class java.awt.Window

java.awt.Window.Type

- 

### Nested classes/interfaces inherited from class java.awt.Component

java.awt.Component.BaselineResizeBehavior

- 

## Field Summary

- 

### Fields inherited from class javax.swing.JFrame

EXIT\_ON\_CLOSE

- 

### Fields inherited from class java.awt.Frame

CROSSHAIR\_CURSOR, DEFAULT\_CURSOR, E\_RESIZE\_CURSOR,  
HAND\_CURSOR, ICONIFIED, MAXIMIZED\_BOTH, MAXIMIZED\_HORIZ,  
MAXIMIZED\_VERT, MOVE\_CURSOR, N\_RESIZE\_CURSOR,  
NE\_RESIZE\_CURSOR, NORMAL, NW\_RESIZE\_CURSOR, S\_RESIZE\_CURSOR,  
SE\_RESIZE\_CURSOR, SW\_RESIZE\_CURSOR, TEXT\_CURSOR,  
W\_RESIZE\_CURSOR, WAIT\_CURSOR

-

## Fields inherited from class `java.awt.Component`

`BOTTOM_ALIGNMENT`, `CENTER_ALIGNMENT`, `LEFT_ALIGNMENT`,  
`RIGHT_ALIGNMENT`, `TOP_ALIGNMENT`

●

## Fields inherited from interface `javax.swing.WindowConstants`

`DISPOSE_ON_CLOSE`, `DO_NOTHING_ON_CLOSE`, `HIDE_ON_CLOSE`

●

## Fields inherited from interface `java.awt.image.ImageObserver`

`ABORT`, `ALLBITS`, `ERROR`, `FRAMEBITS`, `HEIGHT`, `PROPERTIES`,  
`SOMEBITS`, `WIDTH`

○

## Constructor Summary

Constructors

### Constructor and Description

**`LobbyClient()`**

Constructor for the `LobbyClient` Sets up the Lobby GUI, and information from existing games

○

## Method Summary



## Methods

Modifier and Type	Method and Description
void	<b>addLobby()</b> Adds a lobby to the game.
ClientUpdateThread	<b>getThread()</b> Update the thread for the server
void	<b>joinLobby()</b> Start pictionary client and close lobby client
static void	<b>main</b> (java.lang.String[] args) Instantiates a new instance of the Lobby Client
void	<b>onClose()</b>
void	<b>setInformation</b> (java.lang.String s) Sets information about game with info from server
void	<b>updateLobbies</b> (java.lang.String s) Updates the Lobby list every time someone joins the game

•

## Methods inherited from class javax.swing.JFrame

getAccessibleContext, getContentPane,  
getDefaultCloseOperation, getGlassPane, getGraphics,  
getJMenuBar, getLayeredPane, getRootPane, getTransferHandler,  
isDefaultLookAndFeelDecorated, remove, repaint,  
setContentPane, setDefaultCloseOperation,  
setDefaultLookAndFeelDecorated, setGlassPane, setIconImage,  
setJMenuBar, setLayeredPane, setLayout, setTransferHandler,  
update

•

## Methods inherited from class java.awt.Frame

addNotify, getCursorType, getExtendedState, getFrames,  
getIconImage, getMaximizedBounds, getMenuBar, getState,  
getTitle, isResizable, isUndecorated, remove, removeNotify,  
setBackground, setCursor, setExtendedState,  
setMaximizedBounds, setMenuBar, setOpacity, setResizable,  
setShape, setState, setTitle, setUndecorated

•

## Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener,  
addWindowFocusListener, addWindowListener, addWindowStateListener,  
applyResourceBundle, applyResourceBundle, createBufferStrategy,  
createBufferStrategy, dispose, getBackground, getBufferStrategy,  
getFocusableWindowState, getFocusCycleRootAncestor, getFocusOwner,  
getFocusTraversalKeys, getIconImages, getInputContext, getListeners,  
getLocale, getModalExclusionType, getMostRecentFocusOwner, getOpacity,  
getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit,  
getType, getWarningString, getWindowFocusListeners, getWindowListeners,  
getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop,  
isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow,  
isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing,  
isValidateRoot, pack, paint, postEvent, removeWindowFocusListener,  
removeWindowListener, removeWindowStateListener, reshape,  
setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor,  
setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation,  
setLocation, setLocationByPlatform, setLocationRelativeTo,  
setMinimumSize, setModalExclusionType, setSize, setSize, setType,  
setVisible, show, toBack, toFront

## Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener,  
applyComponentOrientation, areFocusTraversalKeysSet,  
countComponents, deliverEvent, doLayout, findComponentAt,  
findComponentAt, getAlignmentX, getAlignmentY, getComponent,  
getComponentAt, getComponentAt, getComponentCount,  
getComponents, getComponentZOrder, getContainerListeners,  
getFocusTraversalPolicy, getInsets, getLayout,  
getMaximumSize, getMinimumSize, getMousePosition,  
getPreferredSize, insets, invalidate, isAncestorOf,  
isFocusCycleRoot, isFocusTraversalPolicyProvider,  
isFocusTraversalPolicySet, layout, list, list, locate,  
minimumSize, paintComponents, preferredSize, print,  
printComponents, remove, removeAll, removeContainerListener,  
setComponentZOrder, setFocusTraversalKeys,  
setFocusTraversalPolicy, setFocusTraversalPolicyProvider,  
setFont, transferFocusDownCycle, validate

## Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, disable, dispatchEvent, enable, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocation, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, prepareImage, prepareImage, printAll, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocusInWindow, resize, resize, revalidate, setComponentOrientation, setDropTarget, setEnabled, setFocusable, setFocusTraversalKeysEnabled, setForeground, setIgnoreRepaint, setLocale, setMaximumSize, setName, setPreferredSize, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

## Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

## Methods inherited from interface java.awt.MenuContainer

`getFont`, `postEvent`

## Constructor Detail

### LobbyClient

```
public LobbyClient()
```

Constructor for the LobbyClient Sets up the Lobby GUI, and information from existing games

## Method Detail

### main

```
public static void main(java.lang.String[] args)
```

Instantiates a new instance of the Lobby Client

Parameters:

`args` -

### addLobby

```
public void addLobby()
```

Adds a lobby to the game. Sets the lobby qualities such as category and name

### updateLobbies

```
public void updateLobbies(java.lang.String s)
```

Updates the Lobby list every time someone joins the game

Parameters:

`s` -

## **joinLobby**

```
public void joinLobby()
```

Start pictionary client and close lobby client



## **setInformation**

```
public void setInformation(java.lang.String s)
```

Sets information about game with info from server



## **getThread**

```
public ClientUpdateThread getThread()
```

Update the thread for the server

Returns:

ClientUpdateThread



## **onClose**

```
public void onClose()
```

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help
- Prev Class
- Next Class
- Frames
- No Frames
- All Classes
- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

client

## Class ClientUpdateThread

- java.lang.Object
- - client.ClientUpdateThread
- 

---

```
public class ClientUpdateThread
extends java.lang.Object
```

- -

## Constructor Summary

### Constructors

#### Constructor and Description

**ClientUpdateThread**(java.lang.String server, int port)

Constructor for ClientUpdateThread Creates a new socket and connects it to the server

○

## Method Summary

### Methods

Modifier and Type	Method and Description
void	<b>endThread</b> ( ) Sets the thread to end
void	<b>running</b> ( ) Runs the game Depending the current status of the game, the different actions will occur to the game board and the players involved
void	<b>sendMessage</b> ( java.lang.String s) Sends message
void	<b>setLobbyParent</b> (LobbyClient lp) Set lobby parent
void	<b>setParent</b> (PictionaryClient p) Sets the parent to the PictionaryClient
void	<b>startConnection</b> ( ) Starts a new connection Links input and output streams to socket streams

●

## Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString,  
wait, wait, wait

●

○



## Constructor Detail

- 

### ClientUpdateThread

```
public ClientUpdateThread(java.lang.String server,  
                           int port)
```

Constructor for ClientUpdateThread Creates a new socket and connects it to the server

Parameters:

server -  
port -

○

## Method Detail

- 

### running

```
public void running()
```

Runs the game Depending the current status of the game, the different actions will occur to the game board and the players involved

- 

### sendMessage

```
public void sendMessage(java.lang.String s)
```

Sends message

Parameters:

s -

- 

### startConnection

```
public void startConnection()  
           throws java.io.IOException
```

Starts a new connection Links input and output streams to socket streams

Throws:

java.io.IOException

-

## **endThread**

```
public void endThread()
```

Sets the thread to end



## **setParent**

```
public void setParent(PictionaryClient p)
```

Sets the parent to the PictionaryClient

Parameters:

p -



## **setLobbyParent**

```
public void setLobbyParent(LobbyClient lp)
```

Set lobby parent

Parameters:

lp - LobbyClient

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help
- Prev Class
- Next Class
- Frames
- No Frames
- All Classes
- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

client

## Class DrawControl

- java.lang.Object
- - java.awt.Component
  - - java.awt.Container
    - - javax.swing.JComponent
      - - javax.swing.JPanel
        - - client.DrawControl

- 

All Implemented Interfaces:

java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable,  
javax.accessibility.Accessible

---

```
public class DrawControl  
extends javax.swing.JPanel
```

A JPanel that handles any drawing functions.

An array list of Shape objects is used to store the image.

Options for Shape are shape/fill/coordinates/color.

Uses mouse input, click 1 to activate, click 2 to place shape

Version:

0.9, 10/15/15

Author:

tdowd

See Also:

Serialized Form

- 

- 

## Nested Class Summary

- 

### Nested classes/interfaces inherited from class javax.swing.JComponent

javax.swing.JComponent.AccessibleJComponent

- 

### Nested classes/interfaces inherited from class java.awt.Component

java.awt.Component.BaselineResizeBehavior

- 

## Field Summary

- 

### Fields inherited from class javax.swing.JComponent

TOOL\_TIP\_TEXT\_KEY, UNDEFINED\_CONDITION,  
WHEN\_ANCESTOR\_OF\_FOCUSED\_COMPONENT, WHEN\_FOCUSED,  
WHEN\_IN\_FOCUSED\_WINDOW

-

## Fields inherited from class `java.awt.Component`

`BOTTOM_ALIGNMENT`, `CENTER_ALIGNMENT`, `LEFT_ALIGNMENT`,  
`RIGHT_ALIGNMENT`, `TOP_ALIGNMENT`



## Fields inherited from interface `java.awt.image.ImageObserver`

`ABORT`, `ALLBITS`, `ERROR`, `FRAMEBITS`, `HEIGHT`, `PROPERTIES`,  
`SOMEBITS`, `WIDTH`



## Constructor Summary

Constructors

### Constructor and Description

**`DrawControl`**(`PictionaryClient w`)

Constructor for `DrawControl`

Takes the `SimpleDraw` window as argument

Allows it to access shape/fill/color options



## Method Summary

## Methods

Modifier and Type	Method and Description
void	<b>addShape</b> (int x1, int y1, int x2, int y2) Add a shape to the top of the model Asks the containing window for the shape type/fill/color
void	<b>addShape</b> (java.lang.String s) Repaints drawing with a new specified shape
void	<b>clearDraw</b> ( ) Clear the image
void	<b>loadArray</b> (java.util.ArrayList<Shape> a) A list of shapes that is set to another list.
void	<b>loadHouse</b> ( ) Overloaded loadImage to load a designated image
void	<b>loadImage</b> ( ) Loads the image from a binary file
void	<b>paint</b> (java.awt.Graphics g) Method that draws everything on the panel
void	<b>saveImage</b> ( ) Save the image model as a binary file
void	<b>undoDraw</b> ( ) Deletes the last shape drawn, if there was one

•

## Methods inherited from class javax.swing.JPanel

getAccessibleContext, getUI, getUIClassID, setUI, updateUI

•

## Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners,

getLocation, getMaximumSize, getMinimumSize,  
getNextFocusableComponent, getPopupLocation, getPreferredSize,  
getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation,  
getToolTipText, getToolTipText, getTopLevelAncestor,  
getTransferHandler, getVerifyInputWhenFocusTarget,  
getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY,  
grabFocus, isDoubleBuffered, isLightweightComponent, isManagingFocus,  
isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint,  
isPaintingTile, isRequestFocusEnabled, isValidRoot,  
paintImmediately, paintImmediately, print, printAll, putClientProperty,  
registerKeyboardAction, registerKeyboardAction, removeAncestorListener,  
removeNotify, removeVetoableChangeListener, repaint, repaint,  
requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow,  
resetKeyboardActions, reshape, revalidate, scrollRectToVisible,  
setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls,  
setBackground, setBorder, setComponentPopupMenu,  
setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered,  
setEnabled, setFocusTraversalKeys, setFont, setForeground,  
setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize,  
setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize,  
setRequestFocusEnabled, setToolTipText, setTransferHandler,  
setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction,  
update

## **Methods inherited from class java.awt.Container**

add, add, add, add, add, addContainerListener,  
addPropertyChangeListener, addPropertyChangeListener,  
applyComponentOrientation, areFocusTraversalKeysSet,  
countComponents, deliverEvent, doLayout, findComponentAt,  
findComponentAt, getComponent, getComponentAt,  
getComponentAt, getComponentCount, getComponents,  
getComponentZOrder, getContainerListeners,  
getFocusTraversalKeys, getFocusTraversalPolicy, getLayout,  
getMousePosition, insets, invalidate, isAncestorOf,  
isFocusCycleRoot, isFocusCycleRoot,  
isFocusTraversalPolicyProvider, isFocusTraversalPolicySet,  
layout, list, list, locate, minimumSize, paintComponents,  
preferredSize, printComponents, remove, remove, removeAll,  
removeContainerListener, setComponentZOrder,  
setFocusCycleRoot, setFocusTraversalPolicy,  
setFocusTraversalPolicyProvider, setLayout,  
transferFocusDownCycle, validate



## Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, createImage, createImage, createVolatileImage, createVolatileImage, dispatchEvent, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, hide, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

## Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

## Constructor Detail

- 

### DrawControl

```
public DrawControl(PictionaryClient w)
```

Constructor for DrawControl

Takes the SimpleDraw window as argument

Allows it to access shape/fill/color options

Parameters:

w - the parent SimpleDraw window

- 

## Method Detail

- 

### addShape

```
public void addShape(int x1,  
                    int y1,  
                    int x2,  
                    int y2)
```

Add a shape to the top of the model

Asks the containing window for the shape type/fill/color

Parameters:

x1 - coordinate from first click

y1 - coordinate from first click

x2 - coordinate from second click

y2 - coordinate from second click

- 

### addShape

```
public void addShape(java.lang.String s)
```

Repaints drawing with a new specified shape

Parameters:

s - string containing shape information

- 

### paint

```
public void paint(java.awt.Graphics g)
```

Method that draws everything on the panel

**Overrides:**

paint in class javax.swing.JComponent

Parameters:

Graphics - g

●

**clearDraw**

```
public void clearDraw()
```

Clear the image

●

**undoDraw**

```
public void undoDraw()
```

Deletes the last shape drawn, if there was one

●

**saveImage**

```
public void saveImage()  
    throws java.io.IOException
```

Save the image model as a binary file

Throws:

java.io.IOException

●

**loadImage**

```
public void loadImage()  
    throws java.io.IOException,  
           java.lang.ClassNotFoundException
```

Loads the image from a binary file

Throws:

java.io.IOException

java.lang.ClassNotFoundException

●

**loadHouse**

```
public void loadHouse()
```

Overloaded loadImage to load a designated image

Parameters:

s -

Throws:

java.io.IOException

java.lang.ClassNotFoundException



## **loadArray**

```
public void loadArray(java.util.ArrayList<Shape> a)
```

A list of shapes that is set to another list. This list is then repainted with shapes in arrayList

Parameters:

a - - an arrayList of shapes that is set to another list

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help
  
- Prev Class
- Next Class
  
- Frames
- No Frames
  
- All Classes
  
- Summary:
- Nested |
- Field |
- Constr |
- Method
  
- Detail:
- Field |
- Constr |
- Method

JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

client

## Class Shape

- java.lang.Object
- 

- client.Shape

- 

All Implemented Interfaces:  
java.io.Serializable

---

```
public class Shape
extends java.lang.Object
implements java.io.Serializable
```

An object class to represent a shape drawn onto the panel

Version:

1.0, 10/19/15

Author:

tdowd

See Also:

Serialized Form

- -

## Constructor Summary

Constructors

### Constructor and Description

**Shape**(java.lang.String s)

Creates a shape based on string information

**Shape**(java.lang.String t, boolean f, int a, int b, int c, int d, java.awt.Color col)

Constructor for the Shape object

- 

## Method Summary

Methods

Modifier and Type	Method and Description
void	<b>drawShape</b> (java.awt.Graphics g) Have the shape draw itself based on it's properties, onto the context of the Graphics parameter
boolean	<b>getFill</b> () Return if the shape is filled
java.lang.String	<b>getType</b> () Return the type of shape it is
java.lang.String	<b>toString</b> () Returns string information of a shape

-

## Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

- -

## Constructor Detail

- 

### Shape

```
public Shape(java.lang.String t,  
             boolean f,  
             int a,  
             int b,  
             int c,  
             int d,  
             java.awt.Color col)
```

Constructor for the Shape object

Parameters:

- t - the type of the shape
- f - the fill of the shape
- a - the x coordinate of the first click
- b - the y coordinate of the first click
- c - the x coordinate of the second click
- d - the y coordinate of the second click
- col - the color of the shape

- 

### Shape

```
public Shape(java.lang.String s)
```

Creates a shape based on string information

Parameters:

- string - containing information on shape

- 

## Method Detail

-

## toString

```
public java.lang.String toString()
```

Returns string information of a shape

### Overrides:

toString in class java.lang.Object



## drawShape

```
public void drawShape(java.awt.Graphics g)
```

Have the shape draw itself based on it's properties, onto the context of the Graphics parameter

Parameters:

g - the Graphics context



## getFill

```
public boolean getFill()
```

Return if the shape is filled

Returns:

String



## getType

```
public java.lang.String getType()
```

Return the type of shape it is

Returns:

String

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help
- Prev Class
- Next Class



- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

client

## Class ColorChooser

- java.lang.Object
- - java.awt.Component
  - - java.awt.Container
    - - javax.swing.JComponent
      - - javax.swing.JPanel
        - - client.ColorChooser



All Implemented Interfaces:

java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable,  
javax.accessibility.Accessible

---

```
public class ColorChooser
extends javax.swing.JPanel
```

Allows Color choosing functionality in the drawing panel.

Author:

Tim Dowd, Ryan Sharpe

See Also:

Serialized Form



## Nested Class Summary



### Nested classes/interfaces inherited from class javax.swing.JComponent

javax.swing.JComponent.AccessibleJComponent



### Nested classes/interfaces inherited from class java.awt.Component

java.awt.Component.BaselineResizeBehavior



## Field Summary

Fields

Modifier and Type	Field and Description
PictionaryClient	<b>parent</b> Pictionary Client object



## Fields inherited from class javax.swing.JComponent

TOOL\_TIP\_TEXT\_KEY, UNDEFINED\_CONDITION,  
WHEN\_ANCESTOR\_OF\_FOCUSED\_COMPONENT, WHEN\_FOCUSED,  
WHEN\_IN\_FOCUSED\_WINDOW

•

## Fields inherited from class java.awt.Component

BOTTOM\_ALIGNMENT, CENTER\_ALIGNMENT, LEFT\_ALIGNMENT,  
RIGHT\_ALIGNMENT, TOP\_ALIGNMENT

•

## Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES,  
SOMEBITS, WIDTH

○

## Constructor Summary

Constructors

### Constructor and Description

**ColorChooser**(PictionaryClient pc)  
Constructs the Panel that displays the color values

○

## Method Summary

Methods

Modifier and Type	Method and Description
void	<b>paint</b> ( java.awt.Graphics gr) Paint function paints the circle that corresponds to where the user is clicking on the panel

•

## Methods inherited from class javax.swing.JPanel

getAccessibleContext, getUI, getUIClassID, setUI, updateUI

•

## Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingTile, isRequestFocusEnabled, isValidRoot, paintImmediately, paintImmediately, print, printAll, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

## Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf,

isFocusCycleRoot, isFocusCycleRoot,  
isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout,  
list, list, locate, minimumSize, paintComponents, preferredSize,  
printComponents, remove, remove, removeAll, removeContainerListener,  
setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy,  
setFocusTraversalPolicyProvider, setLayout, transferFocusDownCycle,  
validate



## **Methods inherited from class java.awt.Component**

action, add, addComponentListener, addFocusListener,  
addHierarchyBoundsListener, addHierarchyListener,  
addInputMethodListener, addKeyListener, addMouseListener,  
addMouseMotionListener, addMouseWheelListener, bounds,  
checkImage, checkImage, contains, createImage, createImage,  
createVolatileImage, createVolatileImage, dispatchEvent,  
enable, enableInputMethods, firePropertyChange,  
firePropertyChange, firePropertyChange, firePropertyChange,  
firePropertyChange, getBackground, getBounds, getColorModel,  
getComponentListeners, getComponentOrientation, getCursor,  
getDropTarget, getFocusCycleRootAncestor, getFocusListeners,  
getFocusTraversalKeysEnabled, getFont, getForeground,  
getGraphicsConfiguration, getHierarchyBoundsListeners,  
getHierarchyListeners, getIgnoreRepaint, getInputContext,  
getInputMethodListeners, getInputMethodRequests,  
getKeyListeners, getLocale, getLocation, getLocationOnScreen,  
getMouseListeners, getMouseMotionListeners, getMousePosition,  
getMouseWheelListeners, getName, getParent, getPeer,  
getPropertyChangeListeners, getPropertyChangeListeners,  
getSize, getToolkit, getTreeLock, gotFocus, handleEvent,  
hasFocus, hide, imageUpdate, inside, isBackgroundSet,  
isCursorSet, isDisplayable, isEnabled, isFocusable,  
isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet,  
isLightweight, isMaximumSizeSet, isMinimumSizeSet,  
isPreferredSizeSet, isShowing, isValid, isVisible, keyDown,  
keyUp, list, list, list, location, lostFocus, mouseDown,  
mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move,  
nextFocus, paintAll, postEvent, prepareImage, prepareImage,  
remove, removeComponentListener, removeFocusListener,  
removeHierarchyBoundsListener, removeHierarchyListener,  
removeInputMethodListener, removeKeyListener,  
removeMouseListener, removeMouseMotionListener,  
removeMouseWheelListener, removePropertyChangeListener,  
removePropertyChangeListener, repaint, repaint, repaint,  
resize, resize, setBounds, setBounds,  
setComponentOrientation, setCursor, setDropTarget,



Parameters:

graphics -

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method



JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

client

## Class Timer

- java.lang.Object
- - java.awt.Component
  - - java.awt.Container
    - - javax.swing.JComponent
      - - javax.swing.JLabel
        - - client.Timer



All Implemented Interfaces:

java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable,  
javax.accessibility.Accessible, javax.swing.SwingConstants

---

```
public class Timer  
extends javax.swing.JLabel
```

Timer class decrements time left to guess and draw

Version:

0.3, 11/2/15

Author:

Ryan Sharpe

See Also:

Serialized Form



## Nested Class Summary



### **Nested classes/interfaces inherited from class javax.swing.JComponent**

```
javax.swing.JComponent.AccessibleJComponent
```



### **Nested classes/interfaces inherited from class java.awt.Component**

```
java.awt.Component.BaselineResizeBehavior
```



## Field Summary



### **Fields inherited from class javax.swing.JComponent**

```
TOOL_TIP_TEXT_KEY, UNDEFINED_CONDITION,  
WHEN_ANCESTOR_OF_FOCUSED_COMPONENT, WHEN_FOCUSED,  
WHEN_IN_FOCUSED_WINDOW
```



## Fields inherited from class `java.awt.Component`

`BOTTOM_ALIGNMENT`, `CENTER_ALIGNMENT`, `LEFT_ALIGNMENT`,  
`RIGHT_ALIGNMENT`, `TOP_ALIGNMENT`



## Fields inherited from interface `javax.swing.SwingConstants`

`BOTTOM`, `CENTER`, `EAST`, `HORIZONTAL`, `LEADING`, `LEFT`, `NEXT`, `NORTH`,  
`NORTH_EAST`, `NORTH_WEST`, `PREVIOUS`, `RIGHT`, `SOUTH`, `SOUTH_EAST`,  
`SOUTH_WEST`, `TOP`, `TRAILING`, `VERTICAL`, `WEST`



## Fields inherited from interface `java.awt.image.ImageObserver`

`ABORT`, `ALLBITS`, `ERROR`, `FRAMEBITS`, `HEIGHT`, `PROPERTIES`,  
`SOMEBITS`, `WIDTH`



## Constructor Summary

Constructors

### Constructor and Description

**`Timer()`**

Begins timer thread to decrement time



## Method Summary

## Methods

Modifier and Type	Method and Description
void	<b>endTimer()</b> Stops the timer
void	<b>endTimerThread()</b> Stops the timer thread
int	<b>getTime()</b> Access the time
void	<b>pauseTime()</b> Stops the timer from running
void	<b>resetTime()</b> Resets the time
void	<b>resumeTime()</b> Timer resumes running
void	<b>updateTime()</b> Updates the time, waits for a second before decrementing again

•

## Methods inherited from class javax.swing.JLabel

getAccessibleContext, getDisabledIcon, getDisplayedMnemonic, getDisplayedMnemonicIndex, getHorizontalAlignment, getHorizontalTextPosition, getIcon, getIconTextGap, getLabelFor, getText, getUI, getUIClassID, getVerticalAlignment, getVerticalTextPosition, imageUpdate, setDisabledIcon, setDisplayedMnemonic, setDisplayedMnemonicIndex, setHorizontalAlignment, setHorizontalTextPosition, setIcon, setIconTextGap, setLabelFor, setText, setUI, setVerticalAlignment, setVerticalTextPosition, updateUI

•

## Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions,

getDefaultLocale, getFontMetrics, getGraphics, getHeight,  
getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier,  
getInsets, getInsets, getListeners, getLocation, getMaximumSize,  
getMinimumSize, getNextFocusableComponent, getPopupMenuLocation,  
getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize,  
getToolTipLocation, getToolTipText, getToolTipText,  
getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget,  
getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY,  
grabFocus, isDoubleBuffered, isLightweightComponent, isManagingFocus,  
isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint,  
isPaintingTile, isRequestFocusEnabled, isValidRoot, paint,  
paintImmediately, paintImmediately, print, printAll, putClientProperty,  
registerKeyboardAction, registerKeyboardAction, removeAncestorListener,  
removeNotify, removeVetoableChangeListener, repaint, repaint,  
requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow,  
resetKeyboardActions, reshape, revalidate, scrollRectToVisible,  
setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls,  
setBackground, setBorder, setComponentPopupMenu,  
setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered,  
setEnabled, setFocusTraversalKeys, setFont, setForeground,  
setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize,  
setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize,  
setRequestFocusEnabled, setToolTipText, setTransferHandler,  
setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction,  
update

## **Methods inherited from class java.awt.Container**

add, add, add, add, add, addContainerListener,  
addPropertyChangeListener, addPropertyChangeListener,  
applyComponentOrientation, areFocusTraversalKeysSet,  
countComponents, deliverEvent, doLayout, findComponentAt,  
findComponentAt, getComponent, getComponentAt,  
getComponentAt, getComponentCount, getComponents,  
getComponentZOrder, getContainerListeners,  
getFocusTraversalKeys, getFocusTraversalPolicy, getLayout,  
getMousePosition, insets, invalidate, isAncestorOf,  
isFocusCycleRoot, isFocusCycleRoot,  
isFocusTraversalPolicyProvider, isFocusTraversalPolicySet,  
layout, list, list, locate, minimumSize, paintComponents,  
preferredSize, printComponents, remove, remove, removeAll,  
removeContainerListener, setComponentZOrder,  
setFocusCycleRoot, setFocusTraversalPolicy,  
setFocusTraversalPolicyProvider, setLayout,  
transferFocusDownCycle, validate

## Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, createImage, createImage, createVolatileImage, createVolatileImage, dispatchEvent, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, hide, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

## Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

## Constructor Detail

- 

### Timer

```
public Timer()  
    throws java.lang.InterruptedException
```

Begins timer thread to decrement time

Parameters:

none -

Throws:

`java.lang.InterruptedException`

- 

## Method Detail

- 

### updateTime

```
public void updateTime()  
    throws java.lang.InterruptedException
```

Updates the time, waits for a second before decrementing again

Parameters:

none -

Throws:

`java.lang.InterruptedException`

- 

### getTime

```
public int getTime()
```

Access the time

Returns:

the current time

- 

### resetTime

```
public void resetTime()
```

Resets the time

-

## **pauseTime**

```
public void pauseTime()
```

Stops the timer from running



## **resumeTime**

```
public void resumeTime()
```

Timer resumes running



## **endTimer**

```
public void endTimer()
```

Stops the timer



## **endTimerThread**

```
public void endTimerThread()
```

Stops the timer thread

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help
- Prev Class
- Next Class
- Frames
- No Frames
- All Classes
- Summary:
- Nested |
- Field |
- Constr |
- Method



- Detail:
- Field |
- Constr |
- Method

JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

server

## Class PictionaryServer

- java.lang.Object
- - server.PictionaryServer
- 

All Implemented Interfaces:  
java.lang.Runnable

---

```
public class PictionaryServer
extends java.lang.Object
implements java.lang.Runnable
```

- 

- 

## Constructor Summary

Constructors

### Constructor and Description

**PictionaryServer**(int port)

Pictionary Server constructor to set the game and start the connection

- 

## Method Summary

## Methods

Modifier and Type	Method and Description
void	<b>addGame</b> ( ) Add a game if that option is chosen
boolean	<b>addGame</b> ( java.lang.String _name, java.lang.String _catg) Add a game to the server and have it updated when a new player joins.
void	<b>addThread</b> ( java.net.Socket s) Add a thread once a player joins the game
void	<b>close</b> ( ) Close the socket
GameServer	<b>getGame</b> ( java.lang.String s) Get the new game created and add it to the Game Server
java.lang.String	<b>getGameInfo</b> ( ) Get the information about the given game
java.util.ArrayList<GameServer>	<b>getGames</b> ( ) Get the list of games that are being used
static void	<b>main</b> ( java.lang.String[] args) Main method to open the port
void	<b>open</b> ( ) Open the socket
void	<b>removeGame</b> ( GameServer g)
void	<b>run</b> ( ) Run the server and wait for players to join the game, if no one joins through an exception
void	<b>start</b> ( ) Start the game
void	<b>stop</b> ( ) Stop the threads to end the game

•

## Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

- -

## Constructor Detail

- 

### PictionaryServer

```
public PictionaryServer(int port)
```

Pictionary Server constructor to set the game and start the connection

Parameters:

port -

- 

## Method Detail

- 

### run

```
public void run()
```

Run the server and wait for players to join the game, if no one joins through an exception

**Specified by:**

run in interface `java.lang.Runnable`

- 

### addThread

```
public void addThread(java.net.Socket s)
```

Add a thread once a player joins the game

Parameters:

s -

- 

### addGame

```
public boolean addGame(java.lang.String _name,  
                        java.lang.String _catg)
```

Add a game to the server and have it updated when a new player joins.

Parameters:

\_name -

\_catg -

Returns:

boolean

-

## **addGame**

```
public void addGame()
```

Add a game if that option is chosen

●

## **start**

```
public void start()
```

Start the game

●

## **stop**

```
public void stop()
```

Stop the threads to end the game

●

## **open**

```
public void open()  
        throws java.io.IOException
```

Open the socket

Throws:

```
        java.io.IOException
```

●

## **close**

```
public void close()  
        throws java.io.IOException
```

Close the socket

Throws:

```
        java.io.IOException
```

●

## **main**

```
public static void main(java.lang.String[] args)
```

Main method to open the port

Parameters:

```
        args -
```

●

## **getGames**

```
public java.util.ArrayList<GameServer> getGames()
```

Get the list of games that are being used

Returns:

ArrayList



## **getGame**

```
public GameServer getGame(java.lang.String s)
```

Get the new game created and add it to the Game Server

Parameters:

s -

Returns:

Game Server



## **removeGame**

```
public void removeGame(GameServer g)
```



## **getGameInfo**

```
public java.lang.String getGameInfo()
```

Get the information about the given game

Returns:

String

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help
- Prev Class
- Next Class
- Frames
- No Frames

- All Classes

- Summary:

- Nested |

- Field |

- Constr |

- Method

- Detail:

- Field |

- Constr |

- Method



JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

server

## Class GameServer

- java.lang.Object
- - server.GameServer
- 

---

```
public class GameServer
    extends java.lang.Object
```

- -

## Constructor Summary

Constructors

### Constructor and Description

**GameServer**(PictionaryServer s)

Constructor for Game Server to read in from a text file a word bank and get a random word

○

## Method Summary

## Methods

Modifier and Type	Method and Description
void	<b>addShape</b> ( java.lang.String s) Add the shape to the board and update the state of the board based on what the artist is drawing
void	<b>checkGuess</b> (Player g, java.lang.String s) Check if guess is correct
void	<b>clearBoard</b> ( ) Clear the board if the artist is reassigned
void	<b>endGame</b> ( ) End the game
java.lang.String	<b>gameInfo</b> ( ) Display the game information including the name of the game and the category
java.lang.String	<b>getCategory</b> ( ) Get the category
java.lang.String	<b>getName</b> ( ) Return the name of the game
static void	<b>main</b> ( java.lang.String[] args) Create a game to start the game server
void	<b>newPlayer</b> (Player p) Method that is used to add a new player to the thread and decide if they are the artist or the guesser.
void	<b>newRound</b> ( ) Start a new round
void	<b>removePlayer</b> (Player p) Remove the player from the game if there is only one player in the game and end the game.
void	<b>setCategory</b> ( java.lang.String s) Set the category
void	<b>setName</b> ( java.lang.String s) Set the name
void	<b>startGame</b> ( ) Starts the game
void	<b>undoBoard</b> ( ) Undo the last addition to the drawing on the board, including when drawing free hand strokes.

- 

## Methods inherited from class java.lang.Object

`equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

- 

○

## Constructor Detail

- 

### GameServer

```
public GameServer(PictionaryServer s)
```

Constructor for Game Server to read in from a text file a word bank and get a random word

○

## Method Detail

- 

### checkGuess

```
public void checkGuess(Player g,  
                        java.lang.String s)
```

Check if guess is correct

Parameters:

p - player who submitted guess

s - String = "\t"

- 

### newRound

```
public void newRound()
```

Start a new round

- 

### startGame

```
public void startGame()
```

Starts the game

Parameters:

p -

-

## **newPlayer**

```
public void newPlayer(Player p)
```

Method that is used to add a new player to the thread and decide if they are the artist or the guesser.

Parameters:

p -



## **addShape**

```
public void addShape(java.lang.String s)
```

Add the shape to the board and update the state of the board based on what the artist is drawing

Parameters:

s -



## **clearBoard**

```
public void clearBoard()
```

Clear the board if the artist is reassigned



## **undoBoard**

```
public void undoBoard()
```

Undo the last addition to the drawing on the board, including when drawing free hand strokes. When drawing free hand, undo the entire section from when clicked to no longer clicked.



## **removePlayer**

```
public void removePlayer(Player p)
```

Remove the player from the game if there is only one player in the game and end the game. Otherwise, make them the artist of the game.

Parameters:

p -



## **gameInfo**

```
public java.lang.String gameInfo()
```

Display the game information including the name of the game and the category

Returns:

String



## **getName**

```
public java.lang.String getName()
```

Return the name of the game

Returns:

String



## **setName**

```
public void setName(java.lang.String s)
```

Set the name

Parameters:

s -



## **setCategory**

```
public void setCategory(java.lang.String s)
```

Set the category

Parameters:

s -



## **getCategory**

```
public java.lang.String getCategory()
```

Get the category

Returns:



## **endGame**

```
public void endGame()
```

End the game



## **main**

```
public static void main(java.lang.String[] args)
```

Create a game to start the game server

Parameters:

args -

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help
  
- Prev Class
- Next Class
  
- Frames
- No Frames
  
- All Classes
  
- Summary:
- Nested |
- Field |
- Constr |
- Method
  
- Detail:
- Field |
- Constr |
- Method

JavaScript is disabled on your browser.

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help

- Prev Class
- Next Class

- Frames
- No Frames

- All Classes

- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method

server

## Class Player

- java.lang.Object
- - server.Player
- 

---

```
public class Player
extends java.lang.Object
```

- -



## Constructor Summary

### Constructors

#### Constructor and Description

**Player**(PictionaryServer p, java.net.Socket s)  
Player constructor to initialize all variables and create a new thread

○

## Method Summary

### Methods

Modifier and Type	Method and Description
void	<b>addScore</b> (int x) Add a score to the scores list
void	<b>addToGame</b> (GameServer g) Add a new game to the game server
java.lang.String	<b>getName</b> () Get the name of the game
int	<b>getScore</b> () Get the most recent score
boolean	<b>isArtist</b> () If the player is the artist or not
void	<b>killPlayer</b> () Kill a player and remove them from the game
void	<b>makeArtist</b> () Make the player the artist
void	<b>makeGuesser</b> () Make the player the guesser
void	<b>playerIn</b> () Read in the different options that could happen by the player and perform those operations in the game.
void	<b>sendMessage</b> (java.lang.String s) Send a message to the Buffered Writer
void	<b>setName</b> (java.lang.String s) Set the name of the game

- 

## Methods inherited from class `java.lang.Object`

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`,  
`wait`, `wait`, `wait`

- 

- 

## Constructor Detail

- 

### Player

```
public Player(PictionaryServer p,  
             java.net.Socket s)
```

Player constructor to initialize all variables and create a new thread

Parameters:

P -

S -

- 

## Method Detail

- 

### playerIn

```
public void playerIn()
```

Read in the different options that could happen by the player and perform those operations in the game.

- 

### sendMessage

```
public void sendMessage(java.lang.String s)
```

Send a message to the Buffered Writer

Parameters:

S -

-

### **isArtist**

```
public boolean isArtist()
```

If the player is the artist or not

Returns:

boolean



### **makeArtist**

```
public void makeArtist()
```

Make the player the artist



### **makeGuesser**

```
public void makeGuesser()
```

Make the player the guesser



### **setName**

```
public void setName(java.lang.String s)
```

Set the name of the game

Parameters:

s -



### **getName**

```
public java.lang.String getName()
```

Get the name of the game

Returns:

String



### **getScore**

```
public int getScore()
```

Get the most recent score

Returns:

int



## **addToGame**

```
public void addToGame(GameServer g)
```

Add a new game to the game server

Parameters:

g -



## **addScore**

```
public void addScore(int x)
```

Add a score to the scores list

Parameters:

x -



## **killPlayer**

```
public void killPlayer()
```

Kill a player and remove them from the game

- Overview
- Package
- Class
- Use
- Tree
- Deprecated
- Index
- Help
- Prev Class
- Next Class
- Frames
- No Frames
- All Classes
- Summary:
- Nested |
- Field |
- Constr |
- Method

- Detail:
- Field |
- Constr |
- Method