C++

Incomplete - not part of the O.S.

var size of window (d1; from first to last pixel, bottom) - in pixels;

var size of window (d2; from first to last pixel, left) - in pixels;

var x loc of window (center) - in pixels;

var y loc of window (center) - in pixels;

var mainActivity = location of executable;

var isClickable = true;

var mouseClick0 x (loc of cursur) - in pixels;

var mouseClick0 y (loc of cursur) - in pixels;

var mouseClick1 x (loc of cursur) - in pixels;

var mouseClick1 y (loc of cursur) - in pixels;

var windowCounter = 0;

constructor Window(d1, d2, x, y, mainActivity, isClickable)

{

check0 = checkCoords(d1, d2, x, y);

check1 = checkExecutable(mainActivity);

if (check0 or check1 = false)

{

throw error;

return -1;

}

else if (check0 and check1 = true)

{

set d1;

set d2;

set x;

set y;

set isClickable;

drawWindow(d1, d2, x, y, isClickable);

}

}

checkExecutable(mainActivity)

{

checkMe = exists(mainActivity);

return checkMe;

}

checkCoords(d1, d2, x, y)

{

if (d1 or d2 <= 0) || (x or y < 0)

{

throw error;

return -1;

}

}

resizeWindow(mouseClick0 x, mouseClick1)

{

}

drawWindow(d1, d2, x, y, isClickable)

{

var side loc1 test = d1/2;

var side loc1 = x;

var side loc2 test = d2/2;

var side loc1 = y;

if (side loc1 test != side loc1) || (side loc2 test != side loc2)

{

throw error;

return -1;

}

else if (side loc1 test == side loc1) && (side loc2 test == side loc2)

{

for each pixel in (d2)

{

fill in the pixel;

pixel loc = pixel.d2 + d1;

fill in pixel @ pixel loc;

}

for each pixel in (d1)

{

fill in the pixel;

pixel loc = pixel.d1 + d2;

fill in pixel @ pixel loc;

}

}

var resizeable = isClickable;

windowCounter++;

return 0;

}