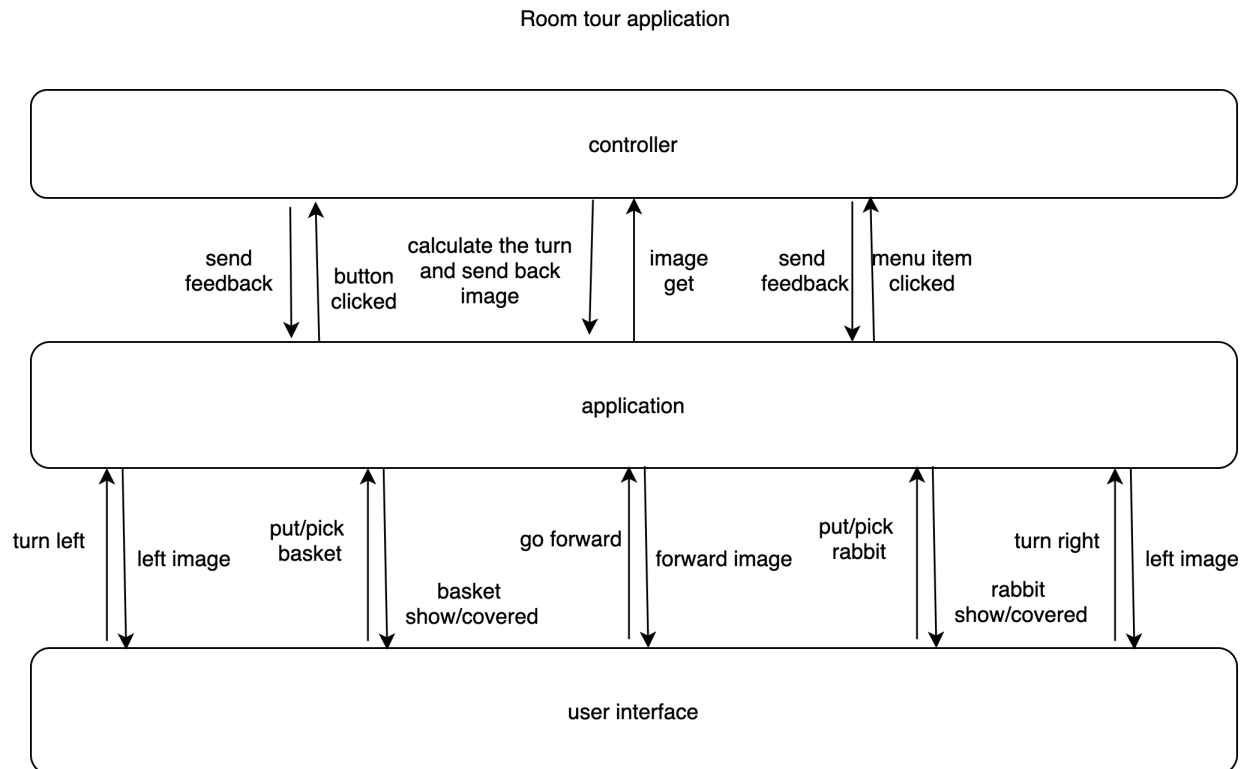# Draft-design of assignment 2 part A

Room tour application



Main class:

    Controller,Main

resources:

    rabbit.png,

Method in Controller:

    init();//initialize the graphic interface view.show the image of the room.

    onclickleft();//the turning-left button is being clicked.turn left and move forward. Based on the current image to decide which to show next.

    onclickright();//the turning-right button is being clicked.turn right and move forward. Based on the current image to decide which to show next.

    onclickforward();//the turing-forward button is being clicked.

droprabbit();//the menuitem "rabbit" is being clicked.Drop the rabbit in the image. Based on the current image to decide which to show next. Make the menuitem disappeared in PutDown Bar.

pickrabbit();//the menuitem "rabbit" is being clicked.Collect the rabbit in the image. Make the menuitem disappeared in PickUp Bar.

dropbasket();//the menuitem "basket" is being clicked.Drop the basket in the image. Based on the current image to decide which to show next. Make the menuitem disappeared in PutDown Bar.

pickbasket();//the menuitem "basket" is being clicked.Collect the basket in the image. Make the menuitem disappeared in PickUp Bar.

Component in .fxml:

ImageView:rabbit, the view of the room.
Button:turn-left, turn-right, turn-forward
MenuBar:PickUp,PutDown;Menuitem:basket,rabbit.