Zi Xuan Li

Professor Auda

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Assignment #3

Statement of the problem:

The purpose of this assignment is to build off the previous assignment and create a class that calculates the frequencies of probabilities of alphabet characters in a text using map collections that will be used to create a pie chart to show the frequencies and probabilities of the n most frequent occurrences in the text.

Solution methods:

- 1. Implement a Java class **HistogramAlphabet** that calculates the frequencies and probabilities of the alphabet characters in *Leo Tolstoy's "Moby Dick*" (file MobyDick.txt). The **HistogramAlphabet** class utilizes **Map** collections, Map<**Character, Integer>** and Map<**Character, Double>** and stream operations, for a statistical calculation and sorting of the frequencies and probabilities. It also includes a **MyPieChart** class as a *non-static* inner class.
- 2. Class **MyPieChart** displays a pie chart of the probabilities of the **n** most frequent occurrences of an event the frequency of characters in a document. The probability of the event is given by: Probability of event = frequency of event/summation of frequencies of all events.
- i. Each event is represented by a slice of the pie chart. The size of the slice is proportional to the probability of the corresponding event: Probability of event = Central angle of slice/2pi.
 - ii. Each slice has a different color for your choice of type enum MyColor.
 - iii. Each slice has a legend showing the corresponding events and its probability.
 - iv. The slices are displayed in order of decreasing probability.
 - v. The last slice represents "All Other Events" and their cumulative probability. As an example, in the graph below where the event is the occurrence of a letter in a text: $\mathbf{n} = 5$ and the probability of All Other Events is one minus the sum of the probabilities of events e, t, a, o, and n.
- 3. Class **MyPieChart** utilizes a **Map** collection Map<**Character**, **Slice>**, and includes appropriate constructors and a method draw that draws the pie chart. The drawing canvas includes appropriate GUI components to input the number of events, **n** (variable), and displays the pie chart together with the characters and their probabilities.
- 4. Class **Slice** includes appropriate constructors and methods, including methods that perform the following operations:
 - a. toString returns a string representation of a Slice object.
 - b. draw draws a Slice object.
- 5. Amend the JavaFx **BorderPane** Layout in Assignment 2, as follows:

BorderPane Layout:

BorderPane Layout is the root of the scene graph in the JavaFx Application. It is comprised of three regions – Top, Left, and Center:

- a. Top Region: The region encompasses a **HBox** Layout, encompassing an additional geometric image of a pie chart which, upon selection, provides a dialogue box for entering the number of characters to be displayed and starting angle, and draws the pie chart on the **Canvas** in the Center region.
- b. Left region: The region encompasses a **VBox** Layout, encompassing a **Label** object displaying the text "MyColor Palette" and a **MyColorPalatte** object showing a set of constant colors of enum **MyColor** type for color selection.
- c. Center region: The region encompasses a **Canvas** object used for drawing **MyShape** objects and their intersection.
- d. Right region: The region is utilized to provide a legend for the pie chart showing the character frequencies and associated pie chart colors.
- 6. You may only use JavaFX graphics and your own classes and methods for the operations included. Further,
 - a. The code is applicable to canvases of variable height and width.
 - b. The size of the pie char tis proportional to the smallest dimension of the canvas.
- 7. Explicitly specify all the classes imported and used in your Java code.

All classes that imported:

```
import javafx.application.Application;
import javafx.application.Platform;
import javafx.geometry.Insets;
import javafx.scene.Scene;
import javafx.scene.Scene;
import javafx.scene.canvas.Canvas;
import javafx.scene.canvas.GraphicsContext;
import javafx.scene.control.*;
import javafx.scene.control.Dialog;
import javafx.scene.control.Label;
import javafx.scene.control.TextField;
import javafx.scene.image.Image;
import javafx.scene.layout.*;
import javafx.scene.layout.*;
import javafx.scene.text.Font;
import javafx.stage.Stage;
import java.io.FileInputStream;
import java.io.FileNotFoundException;
import java.io.IOException;
import java.util.*;
import java.util.*;
import java.util.stream.Collectors;
import java.util.stream.Collectors;
import java.lang.IllegalStateException;
```

Java code: (Classes made previously were not edited with the exception of MyShapeApplication which is included below.)

Slice.java

```
mport javafx.scene.shape.ArcType;
double arcAngle, MyColor color, String information) {
   Slice (Slice s) {
   public void setColor(MyColor color) {
   public double getStartAngle() {
```

```
public double getArcAngle() {
   public String getInformation() {
    public void draw(GraphicsContext GC) {
       GC.setStroke((MyColor.WHITE.getJavaFXColor()));
height, width, height, startAngle, arcAngle, ArcType.ROUND);
       GC.setStroke(MyColor.WHITE.getJavaFXColor());
       GC.setFont(Font.font("Calibri", 13));
   public String toString() {
```

Histogram Alphabet. java

```
package com.example.assignment1;
import javafx.scene.canvas.GraphicsContext;
import java.util.*;
import java.util.stream.Collectors;
```

```
Map <Character, Integer> frequency = new HashMap<Character, Integer>();
    Map <Character, Double> probability = new HashMap<Character, Double>();
    HistogramAlphabet(Map<Character, Integer> m) {
    HistogramAlphabet(HistogramAlphabet h) {
            incrementFrequency(frequency, key);
    public Map<Character, Integer> getFrequency() {
    public Integer getCumulativeFrequency() {
    public Map <Character, Integer> sortUpFrequency() {
                .entrySet()
                .collect(Collectors.toMap(Map.Entry::getKey,
Map.Entry::getValue, (e1, e2) -> e2, LinkedHashMap::new));
```

```
public Map <Character, Integer> sortDownFrequency() {
                .entrySet()
    public Map <Character, Double> getProbability() {
inverseCumulativeFrequency);
        return getProbability().entrySet()
.sorted(Collections.reverseOrder(Map.Entry.comparingByValue()))
                .collect(Collectors.toMap(Map.Entry::getKey,
    public Map <Character, Double> sortUpProbability() {
                .collect(Collectors.toMap(Map.Entry::getKey,
Map.Entry::getValue, (e1, e2) -> e2, LinkedHashMap::new));
    public boolean checkSumOfProbability() {
        return getSumOfProbability() == 1;
    public String toString() {
    public class MyPieChart{
        Map<Character, Slice> slices = new HashMap<Character, Slice>();
```

```
MyPoint center;
MyPieChart (int N, int M, MyPoint center, double width, double height,
public Map <Character, Slice> getMyPieChart() {
    int colorsSize = colors.length;
    Map <Character, Double> sortedProbability =
    for (Character key : sortedProbability.keySet()) {
        MyColor color = colors[rand.nextInt(colorsSize)];
        sliceStartAngle += sliceArcAngle;
public void draw(GraphicsContext GC) {
```

```
slices.get(key).draw(GC);
                        String information = "All other characters: "+
                            Slice sliceAllOtherCharacters = new Slice (center,
MyColor.getRandomColor(), information);
MyColor.getRandomColor(), information);
                            sliceAllOtherCharacters.draw(GC);
    private static <K> void incrementFrequency(Map<K, Integer> m, K Key) {
```

FrequencyOfCharacters.java

```
import javafx.application.Application;
import javafx.application.Platform;
import javafx.geometry.Insets;
import javafx.scene.Scene;
import javafx.scene.canvas.Canvas;
import javafx.scene.canvas.GraphicsContext;
import javafx.scene.control.*;
import javafx.scene.layout.BorderPane;
import javafx.scene.layout.GridPane;
import javafx.scene.layout.TilePane;
import javafx.scene.text.Font;
import javafx.stage.Stage;
import java.io.FileNotFoundException;
import java.nio.file.Paths;
```

```
String filename;
public void toggleGroup(){
    dialog.setHeaderText(null);
    dialog.getDialogPane().getButtonTypes().addAll(ButtonType.OK,
    gridDialog.setPadding(new Insets(20,200,20,10));
    Platform.runLater(() -> radioPiechart.setSelected(true));
        if (dialogButton == ButtonType.OK) {
public void dialogPiechart() {
    dialog.setHeaderText(null);
```

```
gridDialog.setVgap(10);
        gridDialog.setPadding(new Insets( 20, 150, 10, 10));
       TextField numberEvents = new TextField();
        TextField totalNumberEvents = new TextField();
        TextField startingAngle = new TextField();
        gridDialog.add(startingAngle, 1, 1);
        dialog.getDialogPane().setContent(gridDialog);
        Platform.runLater(() -> numberEvents.requestFocus());
piechartInputs.add(title.getValue().toString());
        Optional<List<String>> Result = dialog.showAndWait();
        Result.ifPresent(event -> {
   public void openFile() {
            input = new Scanner(Paths.get(filename));
```

```
public String readFile() {
            w += input.nextLine().replaceAll("[^a-zA-
public void closeFile() {
public Canvas addCanvasLegend (double widthCanvas, double heightCanvas,
    Canvas CV = new Canvas(widthCanvas, heightCanvas);
    MyColor colorLeftCanvas = MyColor.LINEN;
    GC.setStroke(colorStroke.invertColor());
public Canvas addCanvasPieChart (double widthCanvas, double heightCanvas,
    Canvas CV = new Canvas(widthCanvas, heightCanvas);
```

```
center, diameterPieChart, diameterPieChart, startAngle);
        for (Character key : slices.keySet()) {
        openFile();
        closeFile();
        sortedFrequency.forEach((K, V) -> System.out.println(K + ": " + V));
        System.out.println(H.sortDownProbability());
H.getSumOfProbability());
        leftP.getChildren().add(addCanvasLegend(widthCenterCanvas,
        BP.setLeft(leftP);
```

MyShapeApplication.java

```
import javafx.application.Platform;
import java.util.List;
   public VBox addLeftVBox(double widthLeftCanvas, double heightLeftCanvas,
```

```
VB.setPrefWidth(widthLeftCanvas);
        VB.setPadding(new Insets(5));
        Label lblMvColorPalette = new Label("MvColor Palette");
        lblMyColorPalette.setPrefWidth(widthLeftCanvas);
        VB.getChildren().addAll(lblMyColorPalette, TP);
        HB.setPadding(new Insets(5, 5, 5, 5));
        Deque<MyShape> stackMyShapes = new ArrayDeque<MyShape>();
            String nameFile = pathFile + nameImage + ".PNG";
FileInputStream(nameFile), heightTopCanvas, heightTopCanvas, true, false));
            geometricImage.setOnMouseClicked(e -> {
```

```
dialogRectangle (widthCenterCanvas,
```

```
gridDialog.setHgap(10);
gridDialog.setVgap(10);
gridDialog.setPadding(new Insets(20, 100, 10, 10));
gridDialog.add(x2, 1, 2);
```

```
dialog.getDialogPane().setContent(gridDialog);
        Platform.runLater(() -> x1.requestFocus());
        dialog.setResultConverter(dialogButton -> {
            if (dialogButton == ButtonType.OK) {
        Canvas CV = new Canvas(widthCenterCanvas, heightCenterCanvas);
        GraphicsContext GC = CV.getGraphicsContext2D();
        Result.ifPresent(event -> {
Double.parseDouble(geometricImageInputs.get(1)) * heightCenterCanvas, null);
            MyPoint q = new
MyPoint(Double.parseDouble(geometricImageInputs.get(2)) * widthCenterCanvas,
                MyColor color = CP.getColorPicked(); String tileId =
color.toString();
                        L.draw(GC);
            BP.setCenter(centerPane);
heightCenterCanvas, BorderPane BP, MyColorPalette CP, TilePane TP,
```

```
Dialog<List<String>> dialog = new Dialog<>();
dialog.setHeaderText(null);
dialog.getDialogPane().getButtonTypes().addAll(ButtonType.OK,
gridDialog.setHgap(10);
gridDialog.setPadding(new Insets(20,100,10, 10));
TextField width = new TextField();
gridDialog.add(xCenter, 1, 0);
gridDialog.add(yCenter, 1, 1);
gridDialog.add(new Label("width"), 0, 2);
gridDialog.add(width, 1,2);
Platform.runLater(() -> xCenter.requestFocus());
dialog.setResultConverter(dialogButton -> {
    if (dialogButton == ButtonType.OK) {
Pane centerPane = new Pane();
Canvas CV = new Canvas(widthCenterCanvas, heightCenterCanvas);
GraphicsContext GC = CV.getGraphicsContext2D();
```

```
Result.ifPresent(event -> {
            double w = Double.parseDouble(geometricImageInputs.get(2)) *
            double h = Double.parseDouble(geometricImageInputs.get(3)) *
            TP.setOnMouseClicked(e -> {
color.toString();
                        MyOval O = new MyOval(pTLC, w, h, color);
                        O.draw(GC);
                        O.getMyBoundingRectangle().stroke(GC);
```

```
public void dialogRectangle(double widthCenterCanvas, double
heightCenterCanvas, BorderPane BP, MyColorPalette CP, TilePane TP,
Deque<MyShape> stackMyShapes) {
ButtonType.CANCEL);
        gridDialog.setVgap(10);
        gridDialog.add(yPTLC, 1, 1);
        dialog.setResultConverter(dialogButton -> {
            if (dialogButton == ButtonType.OK) {
                geometricImageInputs.add(xPTLC.getText());
geometricImageInputs.add(xPTLC.getText());
geometricImageInputs.add(width.getText());
```

```
Pane centerPane = new Pane();
       GraphicsContext GC = CV.getGraphicsContext2D();
       Result.ifPresent(event -> {
           TP.setOnMouseClicked(e -> {
                MyColor color = CP.getColorPicked(); String tileId =
color.toString();
                for (Node tile : TP.getChildren()) {
                        R.draw(GC);
           BP.setCenter(centerPane);
```

```
public void dialogPiechart (double widthCenterCanvas, double
CP, TilePane TP) {
        dialog.getDialogPane().getButtonTypes().addAll(ButtonType.OK,
ButtonType.CANCEL);
        gridDialog.setHgap(10);
        gridDialog.setVgap(10);
        TextField numberEvents = new TextField();
        TextField totalNumberEvents = new TextField();
        TextField startingAngle = new TextField();
        gridDialog.add(totalNumberEvents, 3, 0);
```

```
gridDialog.add(radioPalette, 1, 3);
        dialog.getDialogPane().setContent(gridDialog);
        Platform.runLater(() -> numberEvents.requestFocus());
            if (dialogButton == ButtonType.OK) {
                piechartInputs.add(startingAngle.getText());
piechartInputs.add(title.getValue().toString());
           openFile();
           closeFile();
           Map<Character, Integer> sortedFrequency = H.sortDownFrequency();
            Pane rightPane = new Pane();
            rightPane.getChildren().add(addCanvasLegend(widthRightCanvas,
```

```
BP.setCenter(centerPane);
   public void openFile() {
[]","").toLowerCase();
       catch (IllegalStateException stateException) {
   public Canvas addCanvasLegend(double widthCanvas, double heightCanvas,
       Canvas CV = new Canvas(widthCanvas, heightCanvas);
       MyColor colorLeftCanvas = MyColor.LINEN;
```

```
information = K + ":\t" + sortedFrequency.get(K);
HistogramAlphabet H) {
        for (Character key : slices.keySet()) {
    public Canvas addCenterCanvas (double widthCenterCanvas, double
        return S1.drawIntersectMyShapes(widthCenterCanvas,
        BorderPane BP = new BorderPane();
        double widthCenterCanvas = widthCanvas - widthLeftCanvas;
        MyColorPalette CP = new MyColorPalette (widthLeftCanvas,
```

```
MyColor.WHITE.getJavaFXColor());
        PS.setScene(SC);
        MyOval 0 = new MyOval (q, 0.5 * widthCenterCanvas, 0.5 *
heightCenterCanvas, MyColor. GOLD);
```

```
shapes[1] = L2;
        shapes[2] = R;
        shapes[3] = 0;
        topPane.getChildren().add(addTopHBox(widthCanvas, heightTopCanvas,
        leftPane.getChildren().add(addLeftVBox(widthLeftCanvas,
heightCenterCanvas, TP, MyColor.BLACK));
        PS.show();
```

Output of the code:





























