Building Java Programs

Graphics

reading: Supplement 3G
videos: Ch. 3G #1-2
Objects (briefly)

- **object**: An entity that contains data and behavior.
  - **data**: Variables inside the object.
  - **behavior**: Methods inside the object.
    - You interact with the methods; the data is hidden in the object.

- Constructing (creating) an object:
  ```javascript
  type objectName = new type(parameters);
  ```

- Calling an object's method:
  ```javascript
  objectName.methodName(parameters);
  ```
Graphical objects

We will draw graphics in Java using 3 kinds of objects:

- **DrawingPanel**: A window on the screen.
  - Not part of Java; provided by the authors.
- **Graphics**: A "pen" to draw shapes/lines on a window.
- **Color**: Colors in which to draw shapes.
"Canvas" objects that represent windows/drawing surfaces

- To create a window:
  ```java
  DrawingPanel name = new DrawingPanel(width, height);
  ```
Example:
```java
DrawingPanel panel = new DrawingPanel(300, 200);
```

- The window has nothing on it.
  - We can draw shapes and lines on it using another object of type `Graphics`. 
"Pen" objects that can draw lines and shapes

- Access it by calling `getGraphics` on your `DrawingPanel`.
  ```java
  Graphics g = panel.getGraphics();
  ```

- Draw shapes by calling methods on the `Graphics` object.
  ```java
  g.fillRect(10, 30, 60, 35);
  g.fillOval(80, 40, 50, 70);
  ```
Java class libraries, import

- **Java class libraries**: Classes included with Java's JDK.
  - organized into groups named *packages*
  - To use a package, put an *import declaration* in your program.

- **Syntax**:
  ```
  // put this at the very top of your program
  import packageName.*;
  ```

- **Graphics is in a package named java.awt**
  ```
  import java.awt.*;
  ```

- In order to use Graphics, you must place the above line at the very top of your program, before the *public class* header.
Coordinate system

- Each (x, y) position is a *pixel* ("picture element").

- (0, 0) is at the window's top-left corner.
  - x increases rightward and the y increases *downward*.

- The rectangle from (0, 0) to (200, 100) looks like this:
### Graphics methods

<table>
<thead>
<tr>
<th>Method name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>g.drawLine(x1, y1, x2, y2);</code></td>
<td>line between points ((x_1, y_1), (x_2, y_2))</td>
</tr>
<tr>
<td><code>g.drawOval(x, y, width, height);</code></td>
<td>outline largest oval that fits in a box of size (width \times height) with top-left at ((x, y))</td>
</tr>
<tr>
<td><code>g.drawRect(x, y, width, height);</code></td>
<td>outline of rectangle of size (width \times height) with top-left at ((x, y))</td>
</tr>
<tr>
<td><code>g.drawString(text, x, y);</code></td>
<td>text with bottom-left at ((x, y))</td>
</tr>
<tr>
<td><code>g.fillOval(x, y, width, height);</code></td>
<td>fill largest oval that fits in a box of size (width \times height) with top-left at ((x, y))</td>
</tr>
<tr>
<td><code>g.fillRect(x, y, width, height);</code></td>
<td>fill rectangle of size (width \times height) with top-left at ((x, y))</td>
</tr>
<tr>
<td><code>g.setColor(Color);</code></td>
<td>set Graphics to paint any following shapes in the given color</td>
</tr>
</tbody>
</table>
Color

- Create one using Red-Green-Blue (RGB) values from 0-255
  
  ```java
  Color name = new Color(red, green, blue);
  ```

- Example:
  ```java
  Color brown = new Color(192, 128, 64);
  ```

- Or use a predefined `Color` class constant (more common)
  ```java
  Color.CONSTANT_NAME
  ```

  where `CONSTANT_NAME` is one of:

  - BLACK, BLUE, CYAN, DARK_GRAY, GRAY, GREEN, LIGHT_GRAY, MAGENTA, ORANGE, PINK, RED, WHITE, OR YELLOW
Using Colors

• **Pass a** Color **to** Graphics object's **setColor** method
  • Subsequent shapes will be drawn in the new color.
    
    ```java
    g.setColor(Color.BLACK);
g.fillRect(10, 30, 100, 50);
g.drawLine(20, 0, 10, 30);
g.setColor(Color.RED);
g.fillOval(60, 40, 40, 70);
    ```

• **Pass a color to** DrawingPanel's **setBackground** method
  • The overall window background color will be changed.
    
    ```java
    Color brown = new Color(192, 128, 64);
    panel.setBackground(brown);
    ```
Outlined shapes

- To draw a colored shape with an outline, first *fill* it, then *draw* the same shape in the outline color.

```java
import java.awt.*;  // so I can use Graphics

public class OutlineExample {
    public static void main(String[] args) {
        DrawingPanel panel = new DrawingPanel(150, 70);
        Graphics g = panel.getGraphics();

        // inner red fill
        g.setColor(Color.RED);
        g.fillRect(20, 10, 100, 50);

        // black outline
        g.setColor(Color.BLACK);
        g.drawRect(20, 10, 100, 50);
    }
}
```
Drawing Example
Drawing with loops

The $x,y,w,h$ expression can use the loop counter variable:

```java
DrawingPanel panel = new DrawingPanel(400, 300);
panel.setBackground(Color.YELLOW);
Graphics g = panel.getGraphics();
g.setColor(Color.RED);
for (int i = 1; i <= 10; i++) {
    g.fillOval(100 + 20 * i, 5 + 20 * i, 50, 50);
}
```

Nested loops are okay as well:

```java
DrawingPanel panel = new DrawingPanel(250, 250);
Graphics g = panel.getGraphics();
g.setColor(Color.BLUE);
for (int x = 1; x <= 4; x++) {
    for (int y = 1; y <= 9; y++) {
        g.drawString("Java", x * 40, y * 25);
    }
}
```
Loops that begin at 0

- Beginning at 0 and using < can make coordinates easier.

- Example:
  - Draw ten stacked rectangles starting at (20, 20), height 10, width starting at 100 and decreasing by 10 each time:

```java
DrawingPanel panel = new DrawingPanel(160, 160);
Graphics g = panel.getGraphics();

for (int i = 0; i < 10; i++) {
    g.drawRect(20, 20 + 10 * i, 100 - 10 * i, 10);
}
```
Drawing w/ loops questions

- Code from previous slide:

```java
DrawingPanel panel = new DrawingPanel(160, 160);
Graphics g = panel.getGraphics();

for (int i = 0; i < 10; i++) {
    g.drawRect(20, 20 + 10 * i, 100 - 10 * i, 10);
}
```

- Write variations of the above program that draw the figures at right as output.
Drawing w/ loops answers

• **Solution #1:**
  
  Graphics g = panel.getGraphics();
  for (int i = 0; i < 10; i++) {
      g.drawRect(20 + 10 \* i, 20 + 10 \* i, 100 - 10 \* i, 10);
  }

• **Solution #2:**

  Graphics g = panel.getGraphics();
  for (int i = 0; i < 10; i++) {
      g.drawRect(110 - 10 \* i, 20 + 10 \* i, 10 + 10 \* i, 10);
  }
Superimposing shapes

- When ≥ 2 shapes occupy the same pixels, the last drawn "wins."

```java
import java.awt.*;

public class Car {
    public static void main(String[] args) {
        DrawingPanel panel = new DrawingPanel(200, 100);
        panel.setBackground(Color.LIGHT_GRAY);
        Graphics g = panel.getGraphics();
        g.setColor(Color.BLACK);
        g.fillRect(10, 30, 100, 50);
        g.setColor(Color.RED);
        g.fillOval(20, 70, 20, 20);
        g.fillOval(80, 70, 20, 20);
        g.setColor(Color.CYAN);
        g.fillRect(80, 40, 30, 20);
    }
}
```
To draw in multiple methods, you must pass `Graphics g`.

```java
import java.awt.*;

public class Car2 {
    public static void main(String[] args) {
        DrawingPanel panel = new DrawingPanel(200, 100);
        panel.setBackground(Color.LIGHT_GRAY);
        Graphics g = panel.getGraphics();
        drawCar(g);
    }

    public static void drawCar(Graphics g) {
        g.setColor(Color.BLACK);
        g.fillRect(10, 30, 100, 50);
        g.setColor(Color.RED);
        g.fillOval(20, 70, 20, 20);
        g.fillOval(80, 70, 20, 20);
        g.setColor(Color.CYAN);
        g.fillRect(80, 40, 30, 20);
    }
}
```
Parameterized figures

- Modify the car-drawing method so that it can draw cars at different positions, as in the following image.
  - Top-left corners: (10, 30), (150, 10)
import java.awt.*;

public class Car3 {
    public static void main(String[] args) {
        DrawingPanel panel = new DrawingPanel(260, 100);
        panel.setBackground(Color.LIGHT_GRAY);
        Graphics g = panel.getGraphics();
        drawCar(g, 10, 30);
        drawCar(g, 150, 10);
    }

    public static void drawCar(Graphics g, int x, int y) {
        g.setColor(Color.BLACK);
        g.fillRect(x, y, 100, 50);
        g.setColor(Color.RED);
        g.fillOval(x + 10, y + 40, 20, 20);
        g.fillOval(x + 70, y + 40, 20, 20);
        g.setColor(Color.CYAN);
        g.fillRect(x + 70, y + 10, 30, 20);
    }
}
Drawing parameter question

- **Modify** `drawCar` to allow the car to be drawn at any size.
  - Existing car: size 100
  - Second car: size 50, top/left at (150, 10)

- Then use a **for** loop to draw a line of cars.
  - Start at (10, 130), each car size 40, separated by 50px.
import java.awt.*;

public class Car4 {
    public static void main(String[] args) {
        DrawingPanel panel = new DrawingPanel(210, 100);
        panel.setBackground(Color.LIGHT_GRAY);

        Graphics g = panel.getGraphics();
        drawCar(g, 10, 30, 100);
        drawCar(g, 150, 10, 50);
        for (int i = 0; i < 5; i++) {
            drawCar(g, 10 + i * 50, 130, 40);
        }
    }

    public static void drawCar(Graphics g, int x, int y, int size) {
        g.setColor(Color.BLACK);
        g.fillRect(x, y, size, size / 2);
        g.setColor(Color.RED);
        g.fillOval(x + size / 10, y + 2 * size / 5, size / 5, size / 5);
        g.fillOval(x + 7 * size / 10, y + 2 * size / 5, size / 5, size / 5);
        g.setColor(Color.CYAN);
        g.fillRect(x + 7 * size / 10, y + size / 10, 3 * size / 10, size / 5);
    }
}
Polygon

*Objects that represent arbitrary shapes*

- **Add points to a** Polygon **using its** `addPoint(x, y)` **method.**

- **Example:**

```java
DrawingPanel p = new DrawingPanel(100, 100);
Graphics g = p.getGraphics();
g.setColor(Color.GREEN);

Polygon poly = new Polygon();
poly.addPoint(10, 90);
poly.addPoint(50, 10);
poly.addPoint(90, 90);
g.fillPolygon(poly);
```
Animation with sleep

- DrawingPanel's sleep method pauses your program for a given number of milliseconds.

- You can use sleep to create simple animations.

  ```java
  DrawingPanel panel = new DrawingPanel(250, 200);
  Graphics g = panel.getGraphics();

  g.setColor(Color.BLUE);
  for (int i = 1; i <= 10; i++) {
      g.fillOval(15 * i, 15 * i, 30, 30);
      panel.sleep(500);
  }
  ```

- Try adding sleep commands to loops in past exercises in this chapter and watch the panel draw itself piece by piece.