CS 2334: Project 5 Graphics

Project 4 Lessons

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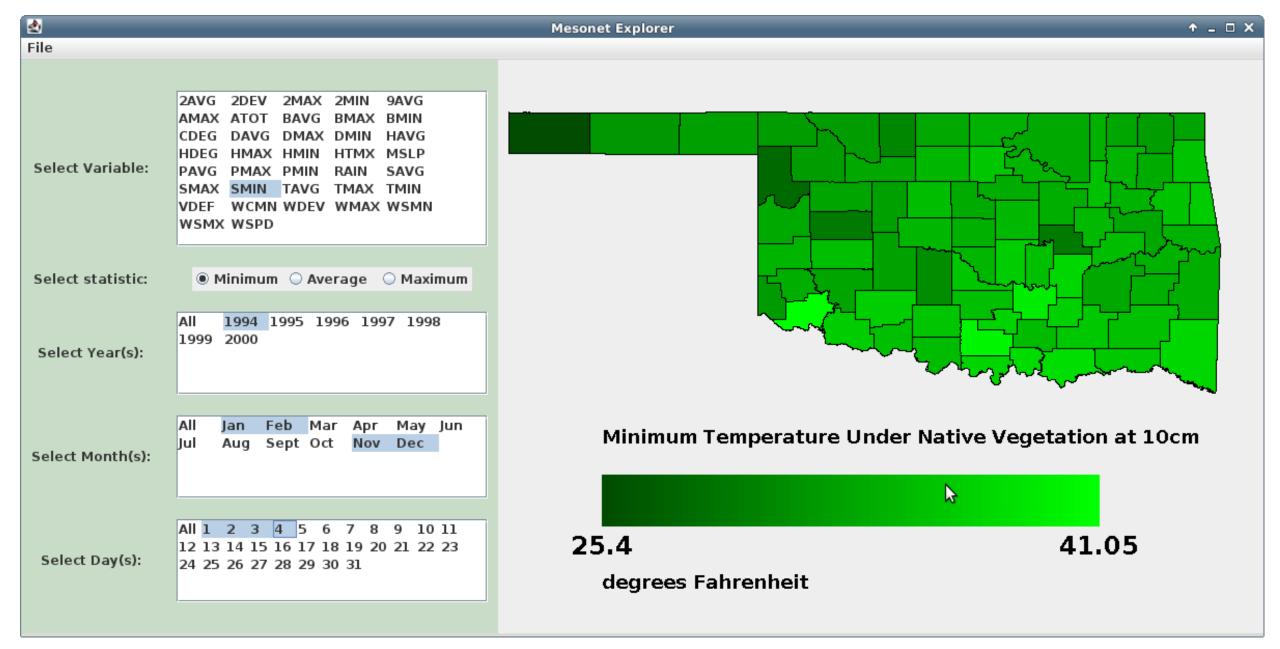
- Graphical User Interfaces
- Event-driven programming
 - Non-linear flow of control
- Multiple threads
 - One thread can throw an exception while others keep executing
- Debuggers are your friends
- Unit testing is critical
- Creating an object instance from another instance

Project 5

Enable the user to explore the data:

- Select single variable
- Select a statistic: max, min, average
- Select one or more years, months and days

 For each county in Oklahoma, paint the county with a color that represents the statistic for the county

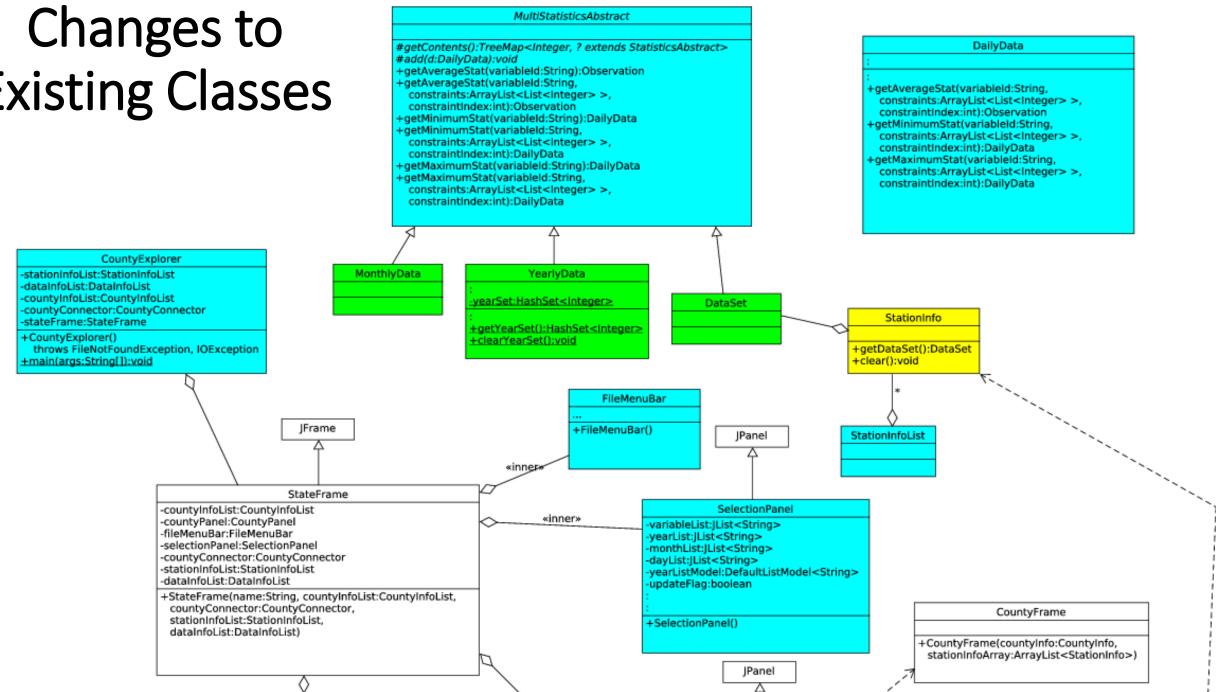


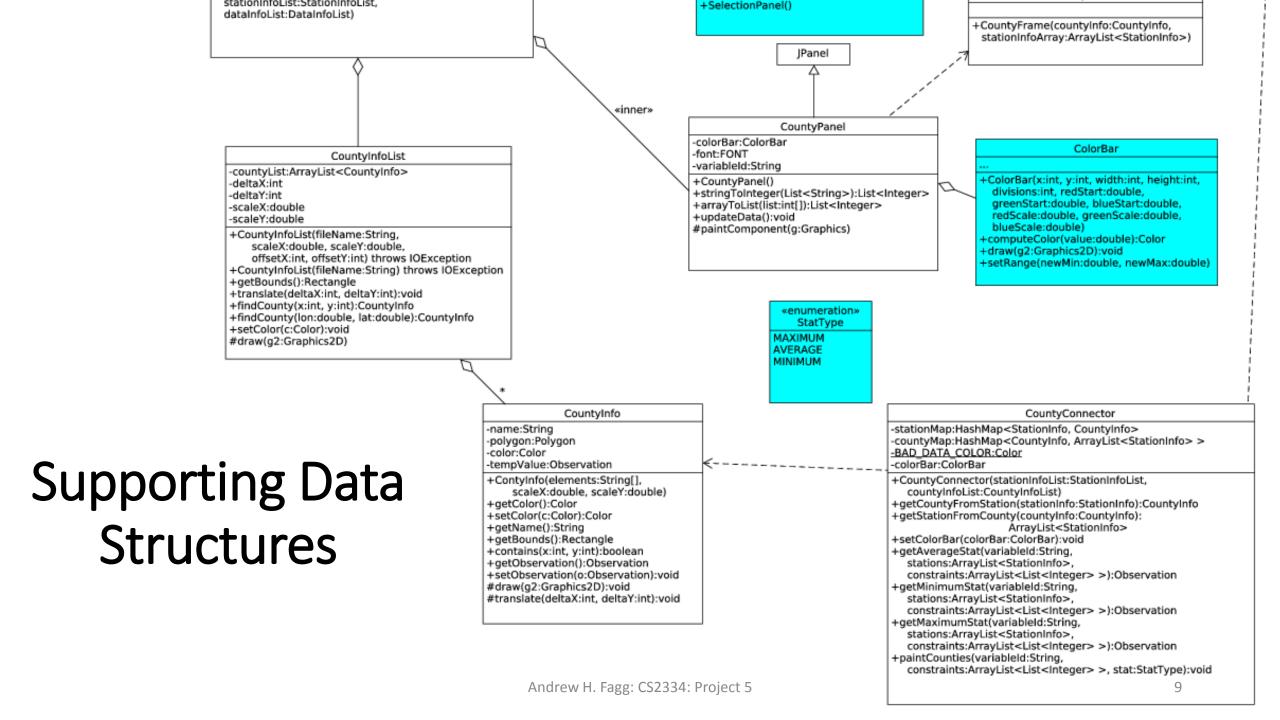
• Demonstration

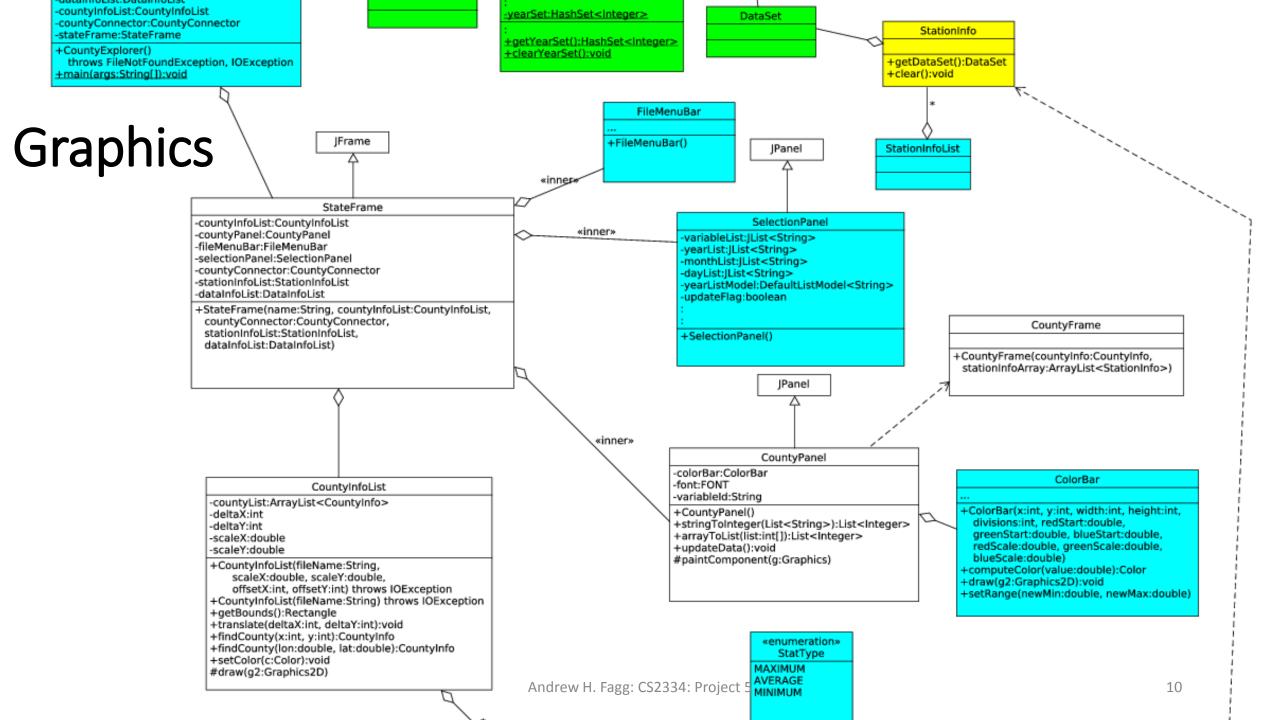
Objectives

- Representing complex 2D shapes
 - Rendering
 - Detection of shape selection by a mouse click
- Compute min/max/avg statistics over a set of stations in a county
- Pop-up windows that have a structure that is data-driven

Changes to **Existing Classes**







Supporting Data Structures

CountyInfo

- Represent polygonal shape of a county
- Rendering: paint the county on a panel
- Selecting counties by mouse clicks

CountyInfo

- -name:String
- -polygon:Polygon
- -color:Color
- -tempValue:Observation
- +CountyInfo(elements:String[], scaleX:double, scaleY:double)
- +getColor():Color
- +setColor(c:Color):Color
- +getName():String
- +getBounds():Rectangle
- +contains(x:int, y:int):boolean
- +getObservation():Observation
- +setObservation(o:Observation):void
- #draw(g2:Graphics2D):void
- #translate(deltaX:int, deltaY:int):void

Supporting Data Structures

CountyInfoList

- Load configuration file and create counties
- Configure polygon set for representation in a panel
- Translate screen or long/lat into a selected county

CountyInfoList

- -countyList:ArrayList<CountyInfo>
- -deltaX:int
- -deltaY:int
- -scaleX:double
- -scaleY:double
- +CountyInfoList(fileName:String, scaleX:double, scaleY:double, offsetX:int, offsetY:int) throws IOException
- +CountyInfoList(fileName:String) throws IOException
- +getBounds():Rectangle
- +translate(deltaX:int, deltaY:int):void
- +findCounty(x:int, y:int):CountyInfo
- +findCounty(lon:double, lat:double):CountyInfo
- +setColor(c:Color):void
- #draw(g2:Graphics2D)

Supporting Data Structures: CountyConnector

- Make connections between a county and a set of stations
- Compute statistics over all stations in a county
- Paint counties by value

```
CountyConnector
-stationMap:HashMap<StationInfo, CountyInfo>
-countyMap:HashMap<CountyInfo, ArrayList<StationInfo> >
-BAD DATA COLOR:Color
-colorBar:ColorBar
+ County Connector(stationInfoList: StationInfoList,
   countyInfoList:CountyInfoList)
+getCountyFromStation(stationInfo:StationInfo):CountyInfo
+ getStationFrom County (county Info: County Info):
                      ArrayList<StationInfo>
+setColorBar(colorBar;ColorBar):void
+getAverageStat(variable)d:String,
   stations:ArrayList<StationInfo>,
   constraints:ArrayList<List<Integer> >):Observation
+getMinimumStat(variableId:String,
   stations:ArrayList<StationInfo>,
   constraints:ArrayList<List<Integer> >):Observation
+getMaximumStat(variableId:String,
   stations:ArrayList<StationInfo>,
   constraints:ArrayList<List<Integer> >):Observation
+paintCounties(variableId:String,
   constraints:ArrayList<List<Integer> >, stat:StatType):void
```

Graphics: CountyPanel

- Render state map
- Display selected variable information (name and units)
- Display color bar

CountyPanel

- -colorBar:ColorBar
- -font:FONT
- -variableId:String
- +CountyPanel()
- +stringToInteger(List<String>):List<Integer>
- +arrayToList(list:int[]):List<Integer>
- +updateData():void
- #paintComponent(g:Graphics)

GUI: CountyFrame

Pop-up window for a county

- Display all stations within the county
- The number of stations will vary: so structure is dynamic

CountyFrame

+CountyFrame(countyInfo:CountyInfo, stationInfoArray:ArrayList<StationInfo>)

Notes

- Supporting code will be released in two pieces
 - Today: Code not necessary for project 4
 - Friday: Classes that overlap with project 4
 - (there is plenty to do in the mean time)

Implement and test incrementally

Deadlines

- Project must be submitted by Monday, Dec 7th @1:29pm
- Code review must be completed by Friday, Dec 11th