



# Computer Science 252

## Problem Solving with Java

The College of Saint Rose  
Spring 2014

## Topic Notes: Java and ObjectDraw Reference

---

### Objectdraw Library

---

#### Methods to define in classes that extend WindowController

```
void begin();  
void onMouseClick(Location point);  
void onMousePress(Location point);  
void onMouseRelease(Location point);  
void onMouseEnter(Location point);  
void onMouseExit(Location point);  
void onMouseDrag(Location point);  
void onMouseMove(Location point);
```

---

### Drawable Objects

#### Constructors:

```
FramedRect(double x, double y, double width, double height, DrawingCanvas canvas);  
FramedRect(Location cornerLoc, double width, double height, DrawingCanvas canvas);  
FilledRect(double x, double y, double width, double height, DrawingCanvas canvas);  
FilledRect(Location cornerLoc, double width, double height, DrawingCanvas canvas);  
FramedOval(double x, double y, double width, double height, DrawingCanvas canvas);  
FramedOval(Location cornerLoc, double width, double height, DrawingCanvas canvas);  
FilledOval(double x, double y, double width, double height, DrawingCanvas canvas);  
FilledOval(Location cornerLoc, double width, double height, DrawingCanvas canvas);  
Text(String text, double x, double y, DrawingCanvas canvas);  
Text(String text, Location baseLoc, DrawingCanvas canvas);  
Line(double startX, double startY, double endX, double endY, DrawingCanvas canvas);  
Line(Location startLoc, Location endLoc, DrawingCanvas canvas);
```

#### Methods for All Drawable Classes:

```
boolean contains(Location someLocation);  
Color getColor();
```

```
void setColor(Color someColor);
void move(double xOffset, double yOffset);
void moveTo(double x, double y);
void moveTo(Location someLocation);
void hide();
void show();
boolean isHidden();
void removeFromCanvas();
void addToCanvas (DrawingCanvas c);
void sendForward();
void sendToFront();
void sendBackward();
void sendToBack();
```

#### Methods for Lines only:

```
Location getStart();
Location getEnd();
void setStart(Location someLocation);
void setEnd(Location someLocation);
void setEndpoints(Location startLocation, Location endLocation);
void setEndpoints(double startX, double startY, double endX, double endY);
```

#### Methods for Rectangles, Ovals, VisibleImage, and Text

```
double getX();
double getY();
Location getLocation();
double getWidth();
double getHeight();
```

#### Methods for Rectangles, Ovals, and VisibleImages only:

```
void setWidth(double width);
void setHeight(double height);
```

#### Methods for Text objects only:

```
void setText(String text);
void setFontSize(int pointSize);
void setBold(boolean makeBold);
void setItalic(boolean makeItalic);
void setPlain();
void setFont(Font someFont);
void setFont(String fontName);
```

## ActiveObjects

Constructor should call `start()`, which will launch a new Java thread and will execute:

```
void run();
```

as provided by the class.

To make a thread wait for `timeInMillis` milliseconds:

```
void pause(double timeInMillis);
```

---

## Objectdraw Auxiliary Classes

Location class:

```
Location(double x, double y);  
double getX();  
double getY();  
void translate(double dx, double dy);  
double distanceTo(Location other);
```

RandomIntGenerator class:

```
RandomIntGenerator(int min, int max);  
int nextValue();
```

RandomDoubleGenerator class:

```
RandomDoubleGenerator(double min, double max);  
double nextValue();
```

## Builtin Java Classes

---

### Color class

```
Color(int redness, int greenness, int blueness);
int getRed();
int getGreen();
int getBlue();
```

---

### String class

```
String();
char charAt(int index);
int compareTo(String other);
boolean equals(Object otherString);
int indexOf(int charToFind);
int indexOf(int charToFind, int startAtIndex);
int lastIndexOf(int charToFind);
int lastIndexOf(int charToFind, int startAtIndex);
int length();
boolean startsWith(String prefix);
String substring(int beginIndex, int endIndex);
String toLowerCase();
String toUpperCase();
```

---

### ArrayList class

For an ArrayList that contains object of some type T:

```
ArrayList<T>();
boolean add(T element);
void add(int index, T element);
void clear();
boolean contains(Object element);
T get(int index);
int indexOf(Object element);
T remove(int index);
boolean remove(Object element);
T set(int index, T element);
int size();
```

## Scanner **class**

### Constructors:

```
Scanner(System.in);  
Scanner(new File("someFileToRead"));
```

### Methods:

```
boolean hasNext();  
String next();  
boolean hasNextLine();  
String nextLine();  
boolean hasNextInt();  
int nextInt();  
boolean hasNextDouble();  
double nextDouble();
```