Topic 8
graphics

"What makes the situation worse is that the highest level CS course I've ever taken is cs4, and quotes from the graphics group startup readme like '*these paths are abstracted as being the result of a topological sort on the graph of ordering dependencies for the entries*' make me lose consciousness in my chair and bleed from the nose."

-mgrimes, Graphics problem report 134

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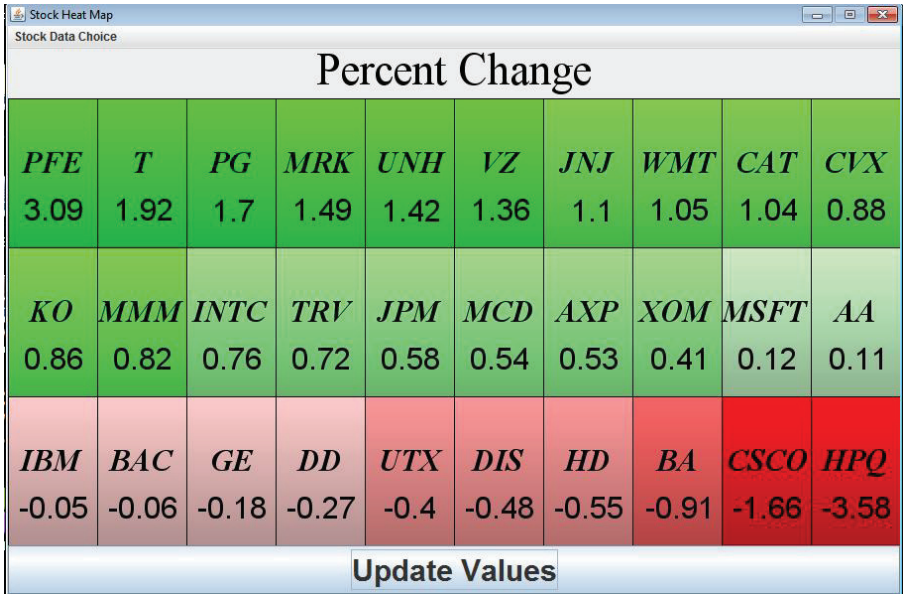
Based on slides bu Marty Stepp and Stuart Reges from http://www.buildingjavaprograms.com/

CS324E, Graphics and Visualization
Examples - Heat Map



Random Art

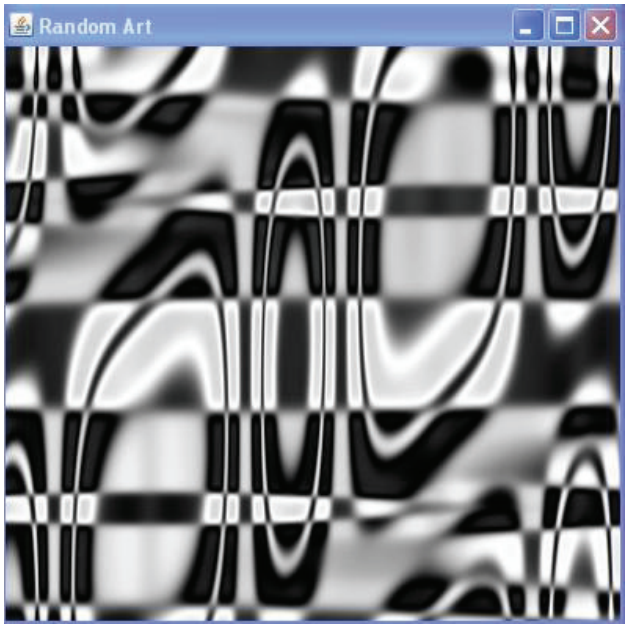
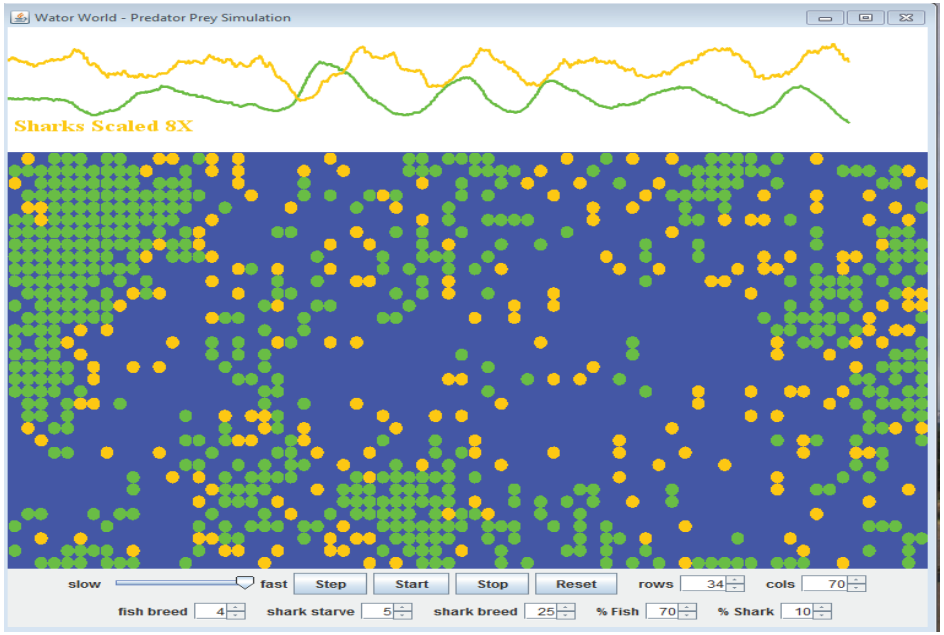
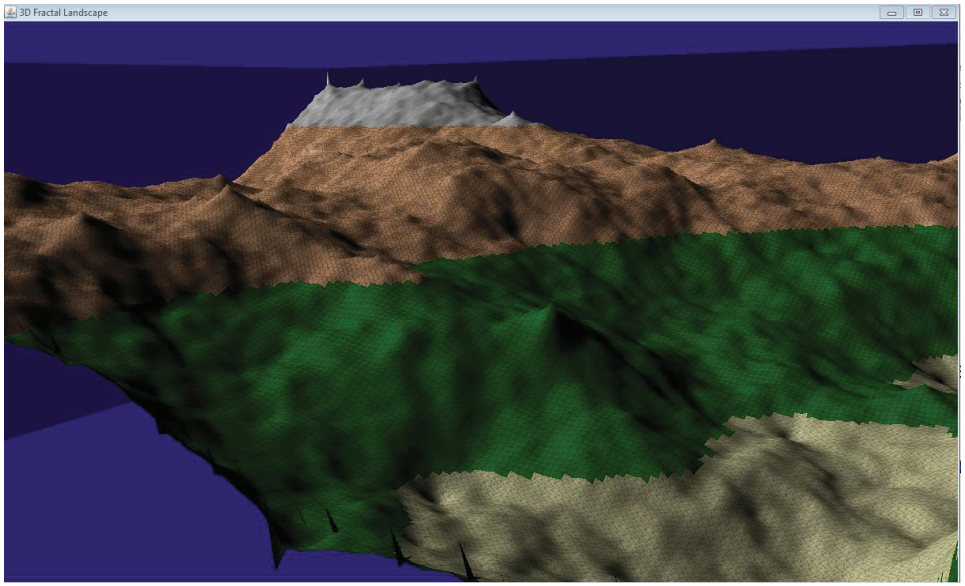


Image Manipulation

Simulation and Visualization WatorWorld

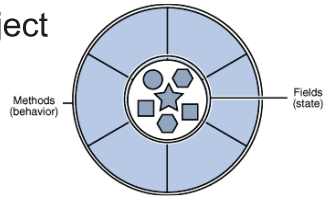


Fractal 3D Landscape



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.
    - A **class** is a type of objects.



- Constructing (creating) an object:

```
Type objectName = new Type(parameters);
```

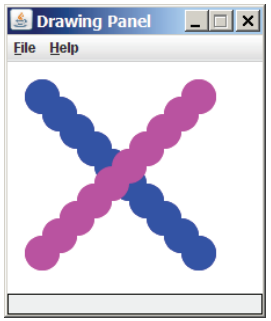
- Calling an object's method:

```
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. See class web site.
- `Graphics`: A "pen" to draw shapes and lines on a window.
- `Color`: Colors in which to draw shapes.



DrawingPanel

"Canvas" objects that represents windows/drawing surfaces

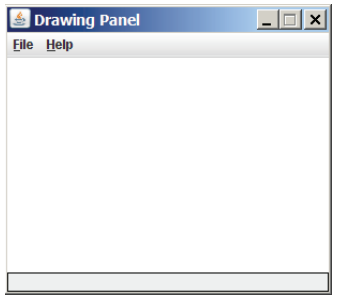
- To create a window:

```
DrawingPanel name = new DrawingPanel(width, height);
```

Example:

```
DrawingPanel panel = new DrawingPanel(300, 200);
```

- The window has nothing on it.
  - We draw shapes / lines on it with another object of type `Graphics`.



Graphics

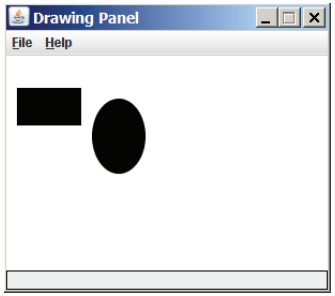
"Pen" or "paint brush" objects to draw lines and shapes

- Access it by calling `getGraphics` on your `DrawingPanel`.

```
Graphics g = panel.getGraphics();
```

- Draw shapes by calling methods on the `Graphics` object.

```
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:

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

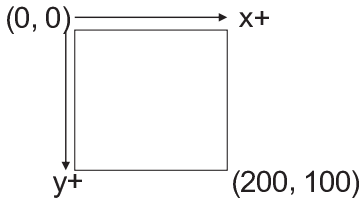
- `Graphics` belongs to a package named `java.awt`

```
import java.awt.*;
```

  - 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").
- Position (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

Method name	Description
`g.drawLine(`**x1, y1, x2, y2**`);`	line between points (*x1*, *y1*), (*x2*, *y2*)
`g.drawOval(`**x, y, width, height**`);`	outline largest oval that fits in a box of size *width* * *height* with top-left at (*x*, *y*)
`g.drawRect(`**x, y, width, height**`);`	outline of rectangle of size *width* * *height* with top-left at (*x*, *y*)
`g.drawString(`**text, x, y**`);`	text with bottom-left at *(x, y)*
`g.fillOval(`**x, y, width, height**`);`	fill largest oval that fits in a box of size *width* * *height* with top-left at (*x*, *y*)
`g.fillRect(`**x, y, width, height**`);`	fill rectangle of size *width* * *height* with top-left at (*x*, *y*)
`g.setColor(`**Color**`);`	set `Graphics` to paint any following shapes in the given color

Color

- Specified as predefined `Color` class constants.

  `Color.`**CONSTANT_NAME**

  where **CONSTANT_NAME** is one of:

  ```
  BLACK,   BLUE,        CYAN,      DARK_GRAY,    GRAY,
  GREEN,   LIGHT_GRAY,  MAGENTA,   ORANGE,
  PINK,    RED,         WHITE,     YELLOW
  ```

- Or create one using Red-Green-Blue (RGB) values of 0-255

  `Color` **name** `= new Color(`**red, green, blue**`);`

  - Example:

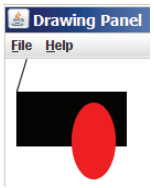
    ```
    Color brown = new Color(192, 128, 64);
    ```

Color pickers

Using colors

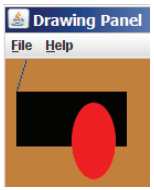
- Pass a `Color` to `Graphics` object's `setColor` method
  - Subsequent shapes will be drawn in the new color.

```
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 change.

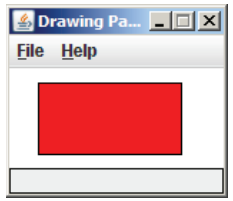
```
Color brown = new Color(192, 128, 64);
panel.setBackground(brown);
```



Outlined shapes

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

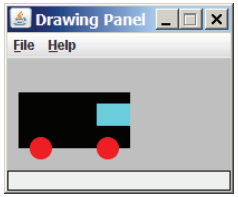
```
import java.awt.*;  // so I can use Graphics
public class OutlineExample {
    public static void main(String[] args) {
        DrawingPanel panel = new DrawingPanel(150, 70);
        Graphics g = panel.getGraphics();
        // inner red fill
        g.setColor(Color.RED);
        g.fillRect(20, 10, 100, 50);
        // black outline
        g.setColor(Color.BLACK);
        g.drawRect(20, 10, 100, 50);
    }
}
```



Superimposing shapes

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

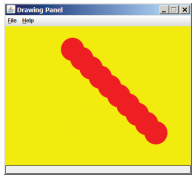
```
import java.awt.*;

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);
    }
}
```



Drawing with loops

- The *x*,*y*,*w*,*h* expressions can use the loop counter variable:

```
panel.setBackground(Color.YELLOW);
g.setColor(Color.RED);
for (int i = 1; i <= 10; i++) {
    //                x      y       w   h
    g.fillOval(100 + 20 * i, 5 + 20 * i, 50, 50);
}
```



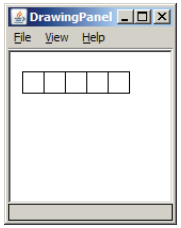
- Nested loops can be used with graphics:

```
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);
    }
}
```

Zero-based loops

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

```
DrawingPanel panel = new DrawingPanel(150, 140);
Graphics g = panel.getGraphics();

// horizontal line of 5 20x20 rectangles starting
// at (11, 18); x increases by 20 each time
for (int i = 0; i < 5; i++) {
    g.drawRect(11 + 20 * i, 18, 20, 20);
}
```



- Exercise: Write a variation of the above program that draws the output at right.
  - The bottom-left rectangle is at (11, 98).

```
for (int i = 0; i < 5; i++) {
    g.drawRect(11 + 20 * i, 98 - 20 * i, 20, 20);
}
```