Lecture 6

Functions and Graphics

As your patron goddess of programming, I bring to you these holy laws of programming! Write them down, and spread the word!

I.) I am your GODDESS! You shall have no other females before me!
II.) Curse when code page faults.
III.) Thou shalt not code on Sunday morning. You get to sleep in.
IV.) Honor Fortran and Cobol. After all, how would we know what a bad language is without them?
Hints on Java Applets

Edit /u/yourname/.login and set umask to 022.

Copy /u/orf201/lab1/.rhosts to /u/yourname.

Create a directory /u/yourname/public_html/JAVA/myutil.

Copy all files in /u/orf201/public_html/JAVA/myutil to your myutil directory.

Do with ccj as you did above with myutil.

Use chmod to set permissions on /u/yourname, /u/yourname/public_html, and every directory thereunder to drwxr-xr-x.

Use chmod to set permissions on every file in /u/yourname/public_html and in every directory thereunder to -rw-r--r--.

Check CLASSPATH by typing echo $CLASSPATH. If it doesn’t start out with .:/u/yourname/public_html/JAVA, edit .cshrc to correct the problem.

Edit clock.html, gravity.html, etc., and set codebase to “../..”.
import myutil.*;
public class Sqrt2
{
    public static void main(String[] args)
    {
        int i;
        double x,r;
        while (true) {
            x = Console.in.readDouble("Enter x: ");
            if (x<=0) return;
            r = sqrt(x);
            System.out.println(Format.floating(10,5,r));
        }
    }
    static double sqrt(double x)
    {
        double r,s, err;
        r = x;
        do {
            s = x/r;
            r = (r+s)/2;
            err = x-r*r;
            if (err < 0) {err = -err;}
        } while (err > EPSILON);
        return r;
    }
    static final double EPSILON=1.0e-10;
}
Drawing Histograms

Create a class `Histo`:

```java
public class Histo {
    static final int maxGrade = 100;
    static int[] count = new int[maxGrade+1];
    static int maxcount, mode, median;
}
```

Histogram of grades, therefore, integers between 0 and 100.

`count[j]` will contain the number of students with score `j`.
We need a **main**()

Inside **Histo**, put a **main**.

```java
public static void main(String[] args) {
    int grade;
    /***************************************************************************/
    /* Initialize the array count[] to all zeros. */
    /***************************************************************************/
    for (grade=0; grade<=maxGrade; grade++) {
        count[grade] = 0;
    }
    /***************************************************************************/
    /* Now read in a list of grades. */
    /***************************************************************************/
    int classSize = Console.in.readInt();
    for (int i=0; i<classSize; i++) {
        grade = Console.in.readInt();
        count[grade]++;
    }
    computeModeAndMaxcount();
    computeMedian();
    /***************************************************************************/
    /* Draw the histogram */
    /***************************************************************************/
    HistoFrame hf = new HistoFrame(maxcount, median, count, maxGrade);
    hf.resize(600,600);
    hf.show();
}
```
Other Methods in Histo

```java
static void computeModeAndMaxcount() {
    int grade;
    maxcount = 0;
    for (grade=0; grade<=maxGrade; grade++) {
        if (count[grade] > maxcount) {
            maxcount = count[grade];
            mode = grade;
        }
    }
}

static void computeMedian() {
    int grade, n, cum; // these variables are local
    n = 0;
    for (grade=0; grade<=maxGrade; grade++) {
        n += count[grade]; // count the total number
    }
    cum = 0;
    for (grade=0; grade<=maxGrade; grade++) {
        cum += count[grade]; // count number worse than grade
        if (cum > 0.5*n) break; // break if more than half
    }
    median = grade;
}
```
Window Frames

The graphics is done in class \texttt{HistoFrame}, which extends \texttt{Frame} and contains data, a constructor, and a \texttt{paint} method.

\begin{verbatim}
class HistoFrame extends Frame {
    int maxcount, median, maxGrade;
    int[] count;

    HistoFrame(int maxcount, int median,
              int[] count, int maxGrade) {
        this.maxcount = maxcount;
        this.median = median;
        this.count = count;
        this.maxGrade = maxGrade;
    }

    public void paint(Graphics g) {
        /* details on next page */
    }
}
\end{verbatim}

\textbf{Frame}  Part of Java. A frame is a graphics window that can be displayed on the console (using \texttt{show()}).

\textbf{Constructor}  A method having the same name as the class but not having a return type. Called when \texttt{new} is invoked.

\textbf{Extends}  Means that \texttt{HistoFrame} automatically inherits all of the data and methods in \texttt{Frame}. For example, \texttt{resize()} and \texttt{show()}.

\textbf{This}  Two variables called \texttt{count}; one is global to class \texttt{HistoFrame} and one is local to the constructor. Inside the constructor the global variable is referred to as \texttt{this.count}. 
The Paint Method

Class **Frame** defines a default *paint()* method, which does squat.
In **HistoFrame** we can override the default by defining our own *paint()*.

```java
public void paint (Graphics g)
{
    int grade;
    GL.ginit(g, size().width, size().height, this);
    GL.ortho2(-1, maxGrade+1, -1, maxcount+2.0);
    GL.color(Color.white);
    GL.clear();
    GL.color(Color.black);
    for (grade=0; grade<=maxGrade; grade++) {
        GL.move2(grade, 0.0);
        GL.draw2(grade, count[grade]);
    }
    /* make 'tick' marks every ten*/
    GL.color(Color.green);
    for (grade=0; grade<=maxGrade; grade+=10) {
        GL.move2(grade, 0.0);
        GL.draw2(grade, 0.2);
    }
    /* Highlight the median in red */
    GL.color(Color.red);
    GL.move2(median, 0.0);
    GL.draw2(median, count[median]);
    GL.swapbuffers();
}
```

Methods beginning with **GL.** are defined in **myutil**.
Final Notes on Histo

To have a Frame we must import the Abstract Window Toolkit:

    import java.awt.*;

And don’t forget:

    import myutil.*;
    import ccj.*;

Now we’re done. See Histo.java handout.
Combine **Histo** and **HistoFrame** into one class. Call it **Histo2**. It must extend **Frame**.

Replace instantiation of **HistoFrame**

```java
HistoFrame hf = new HistoFrame(maxcount, median, count, maxGrade);
hf.resize(600,600);
hf.show();
```

with instantiation of **Histo2**

```
Histo2 h = new Histo2();
h.resize(600,600);
h.show();
```

The default constructor could be used since the variables **maxcount**, etc., are global to class **Histo2** and therefore don’t need to be propagated.

Move the `paint()` method to class **Histo2** and do away with the constructor altogether.

See **Histo2.java** for details.