

Class Design Sheet

Name: Steve
 Lab: 2
 Section: Tuesday Afternoon

Class Overview

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| Name: Laundry Sorter | Superclass: Window Controller |
| Description: A sorter for laundry that displays 3 baskets- white, color, dark - and a color swatch that is randomly chosen to be red, white, or black. The user must click on the right basket for the color, at which point a new color is chosen for the swatch. | |

Instance Variables

| Name | Type | Description |
|---------------------------------|---------------------|---|
| swatch | Filled Rect | the item to be sorted |
| swatchFrame | Framed Rect | The border around the filled rect- needed so we can see a white swatch while dragging |
| whites } darks } colors } | Filled Rects | The baskets |
| Correct Basket | Framed Rect | The basket where the current swatch belongs. It will be set to whites, darks, colors, depending on the color of the swatch. |
| Color Generator | RandomInt Generator | used to pick new swatch colors. Should return #s in range 1-3. |

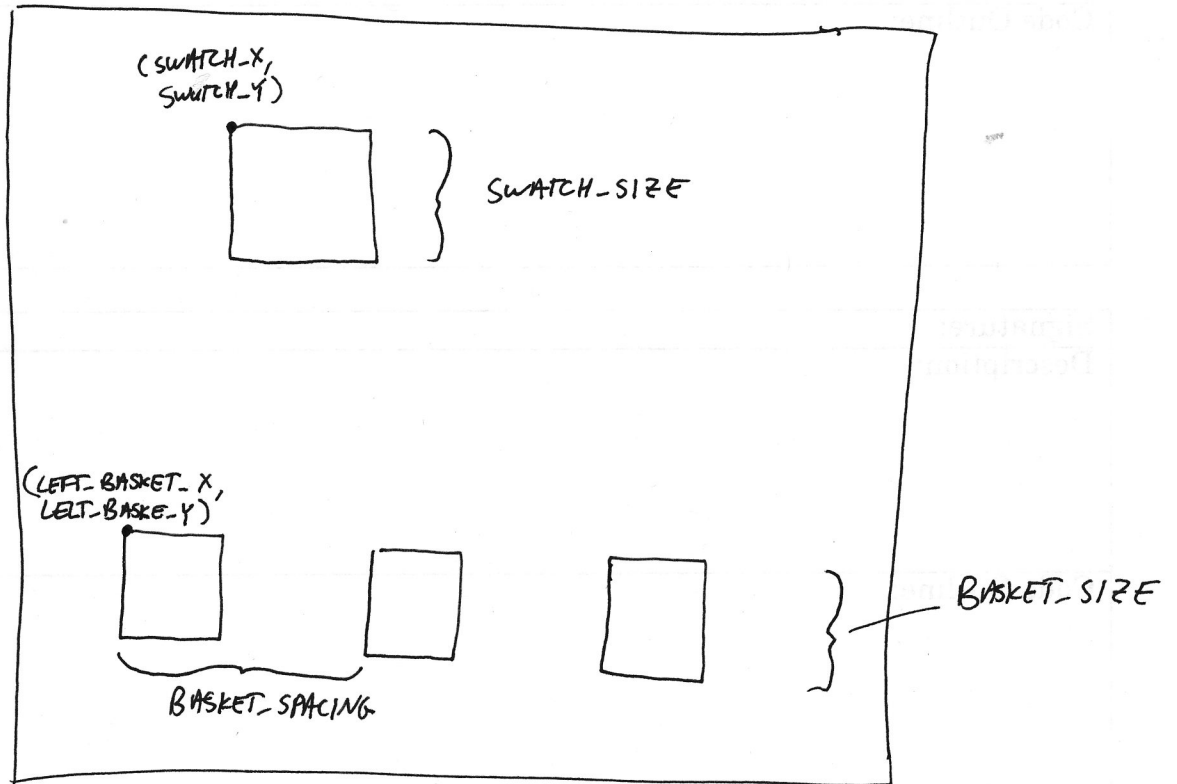
Constructors and Methods

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| Signature: <code>public void begin()</code> |
| Description: Creates graphical objects for swatch & baskets. The swatch is initially white. |
| Code Outline: - See layout at end. - must set correct Basket to white to reflect where the initial swatch should be put. |

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| Signature: <code>public void onMouseClick (Location point)</code> |
| Description: Checks if the user clicked in the right basket, and changes the color if the user did. |
| Code Outline: To switch color: - get color using the random # generator - 1 means white, 2 means color, 3 means dark. - set correct basket to whites if the number is 1 as well, and similarly for 2 and 3. - uses a series of if statements |

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| Signature: |
| Description: |
| Code Outline: |

Window Layout.



LEFT_BASKET_X: 50
LEFT_BASKET_Y: 300
BASKET_SIZE: 50
BASKET_SPACING: 100
SWATCH_X : 80
SWATCH_Y : 40
SWATCH_SIZE: 60