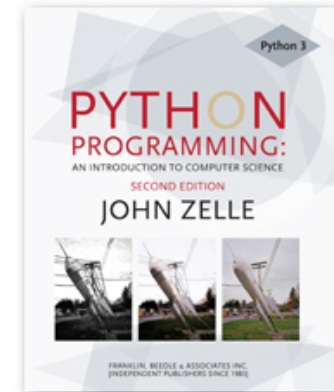


Python Programming: An Introduction to Computer Science



Chapter 4 Objects and Graphics



Objectives

- To understand the concept of objects and how they can be used to simplify programs.
- To be familiar with the various objects available in the graphics library.
- To be able to create objects in programs and call appropriate methods to perform graphical computations.



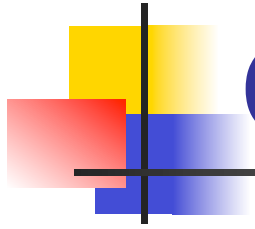
Objectives (cont.)

- To understand the fundamental concepts of computer graphics, especially the role of coordinate systems and coordinate transformations.
- To understand how to work with both mouse and text-based input in a graphical programming context.



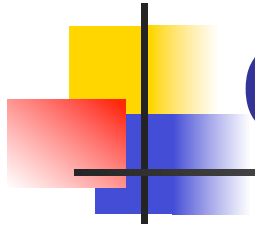
Objectives (cont.)

- To be able to write simple interactive graphics programs using the graphics library.



Overview

- Each data type can represent a certain set of values, and each had a set of associated operations.
- The traditional programming view is that data is passive – it's manipulated and combined with active operations.



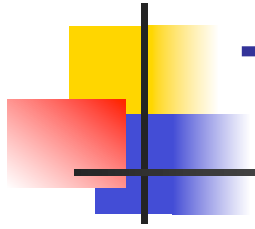
Overview

- Modern computer programs are built using an *object-oriented* approach.
- Most applications you're familiar with have *Graphical User Interfaces* (GUI) that provide windows, icons, buttons and menus.
- There's a graphics library (graphics.py) written specifically to go with this book. It's based on Tkinter.



The Object of Objects

- Basic idea – view a complex system as the interaction of simpler *objects*. An object is a sort of active data type that combines data and operations.
- Objects *know stuff* (contain data) and they can *do stuff* (have operations).
- Objects interact by sending each other *messages*.



The Object of Objects

- Suppose we want to develop a data processing system for a college or university.
- We must keep records on students who attend the school. Each student will be represented as an object.



The Object of Objects

- The student object would contain data like:
 - Name
 - ID number
 - Courses taken
 - Campus Address
 - Home Address
 - GPA
 - Etc.



The Object of Objects

- The student object should also respond to requests.
- We may want to send out a campus-wide mailing, so we'd need a campus address for each student.
- We could send the `printCampusAddress` to each student object. When the student object receives the message, it prints its own address.



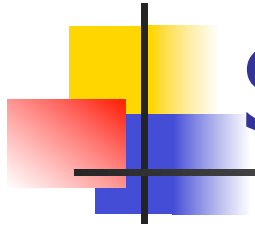
Object of Objects

- Objects may refer to other objects.
- Each course might be represented by an object:
 - Instructor
 - Student roster
 - Prerequisite courses
 - When and where the class meets



Object of Objects

- Sample Operation
 - `addStudent`
 - `delStudent`
 - `changeRoom`
 - Etc.



Simple Graphics Programming

- This chapter uses the `graphics.py` library supplied with the supplemental materials.
- Two location choices
 - In Python's Lib directory with other libraries
 - In the same folder as your graphics program



Simple Graphics Programming

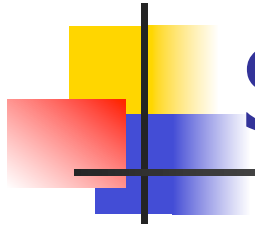
- Since this is a library, we need to import the graphics commands

```
>>> import graphics
```

- A *graphics window* is a place on the screen where the graphics will appear.

```
>>> win = graphics.GraphWin()
```

- This command creates a new window titled “Graphics Window.”



Simple Graphics Programming

- *GraphWin* is an object assigned to the variable *win*. We can manipulate the window object through this variable, similar to manipulating files through file variables.
- Windows can be closed/destroyed by issuing the command

```
>>> win.close()
```



Simple Graphics Programming

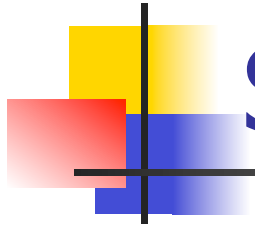
- It's tedious to use the `graphics` notation to access the graphics library routines.
- `from graphics import *`
The “from” statement allows you to load specific functions from a library module. “*” will load all the functions, or you can list specific ones.



Simple Graphics Programming

- Doing the import this way eliminates the need to preface graphics commands **with** `graphics`.

```
>>> from graphics import *  
>>> win = GraphWin()
```



Simple Graphics Programming

- A graphics window is a collection of points called *pixels* (picture elements).
- The default GraphWin is 200 pixels tall by 200 pixels wide (40,000 pixels total).
- One way to get pictures into the window is one pixel at a time, which would be tedious. The graphics routine has a number of predefined routines to draw geometric shapes.

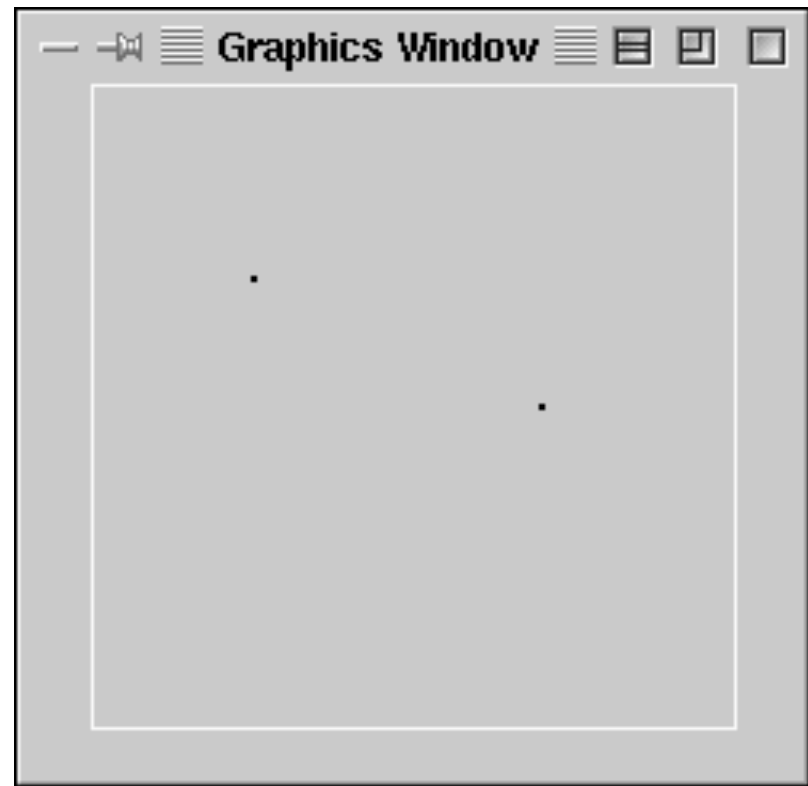


Simple Graphics Programming

- The simplest object is the `Point`. Like points in geometry, point locations are represented with a coordinate system (x, y) , where x is the horizontal location of the point and y is the vertical location.
- The origin $(0,0)$ in a graphics window is the upper left corner.
- X values increase from right to left, y values from top to bottom.
- Lower right corner is $(199, 199)$

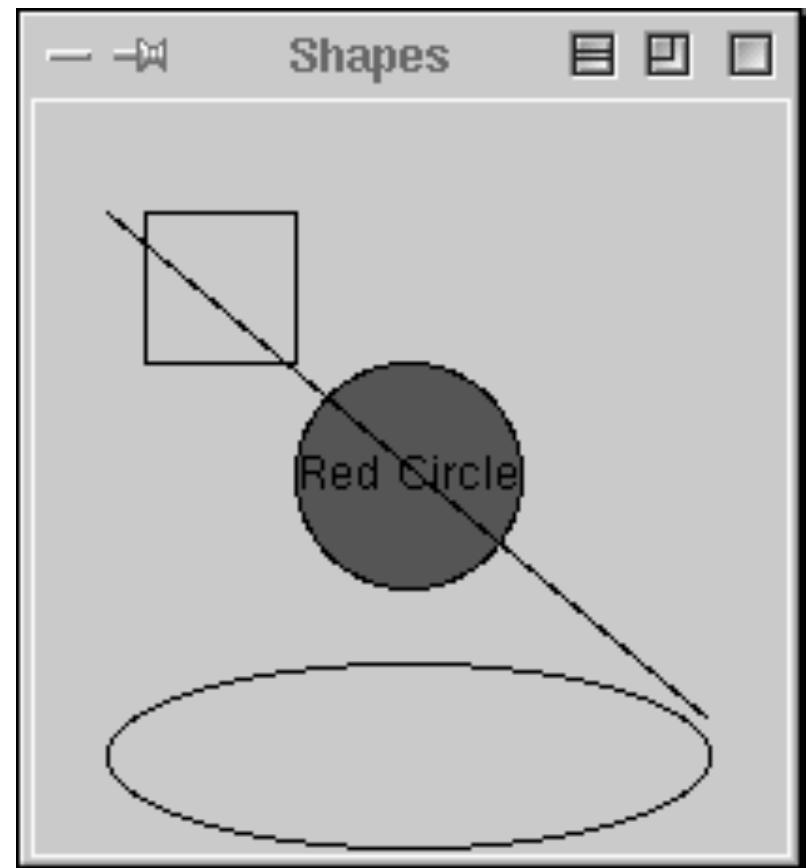
Simple Graphics Programming

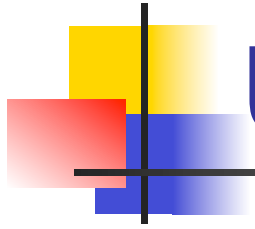
```
>>> p = Point(50, 60)
>>> p.getX()
50
>>> p.getY()
60
>>> win = GraphWin()
>>> p.draw(win)
>>> p2 = Point(140,
100)
>>> p2.draw(win)
```



Simple Graphics Programming

```
>>> ### Open a graphics window
>>> win = GraphWin('Shapes')
>>> ### Draw a red circle centered at point
>>> (100, 100) with radius 30
>>> center = Point(100, 100)
>>> circ = Circle(center, 30)
>>> circ.setFill('red')
>>> circ.draw(win)
>>> ### Put a textual label in the center of
>>> the circle
>>> label = Text(center, "Red Circle")
>>> label.draw(win)
>>> ### Draw a square using a Rectangle object
>>> rect = Rectangle(Point(30, 30), Point(70,
>>> 70))
>>> rect.draw(win)
>>> ### Draw a line segment using a Line object
>>> line = Line(Point(20, 30), Point(180, 165))
>>> line.draw(win)
>>> ### Draw an oval using the Oval object
>>> oval = Oval(Point(20, 150), Point(180,
>>> 199))
>>> oval.draw(win)
```





Using Graphical Objects

- Computation is preformed by asking an object to carry out one of its operations.
- In the previous example we manipulated GraphWin, Point, Circle, Oval, Line, Text and Rectangle. These are examples of *classes*.



Using Graphical Objects

- Each object is an *instance* of some class, and the *class* describes the properties of the instance.
- If we say that Augie is a dog, we are actually saying that Augie is a specific individual in the larger *class* of all dogs. Augie is an *instance* of the dog class.



Using Graphical Objects

- To create a new instance of a class, we use a special operation called a *constructor*.

`<class-name>(<param1>, <param2>, ...)`

- `<class-name>` is the name of the class we want to create a new instance of, e.g. Circle or Point.
- The parameters are required to initialize the object. For example, Point requires two numeric values.



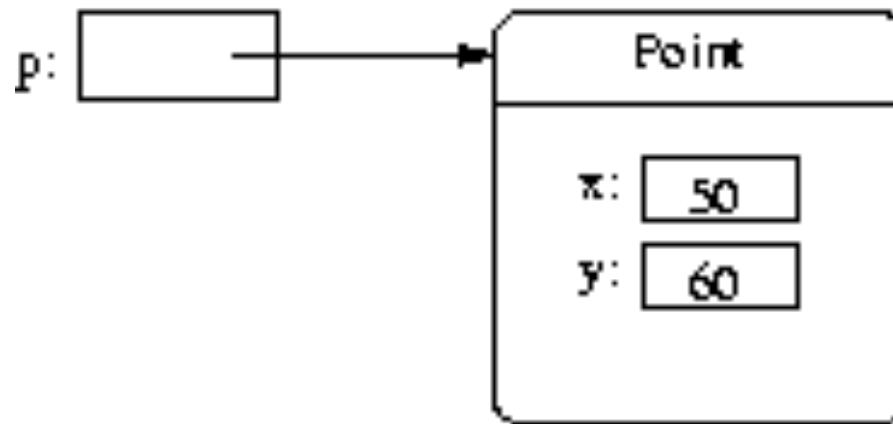
Using Graphical Objects

- `p = Point(50, 60)`

The constructor for the Point class requires two parameters, the *x* and *y* coordinates for the point.
- These values are stored as *instance variables* inside of the object.

Using Graphical Objects

- Only the most relevant *instance variables* are shown (others include the color, window they belong to, etc.)





Using Graphical Objects

- To perform an operation on an object, we send the object a message. The set of messages an object responds to are called the *methods* of the object.
- Methods are like functions that live inside the object.
- Methods are invoked using dot-notation:
`<object>.<method-name> (<param1>, <param2>, ...)`



Using Graphical Objects

- `p.getX()` and `p.getY()` returns the *x* and *y* values of the point. Routines like these are referred to as *accessors* because they allow us to access information from the instance variables of the object.



Using Graphical Objects

- Other methods change the *state* of the object by changing the values of the object's instance variables.
- `move(dx, dy)` moves the object `dx` units in the *x* direction and `dy` in the *y* direction.
- Move erases the old image and draws it in its new position. Methods that change the state of an object are called *mutators*.



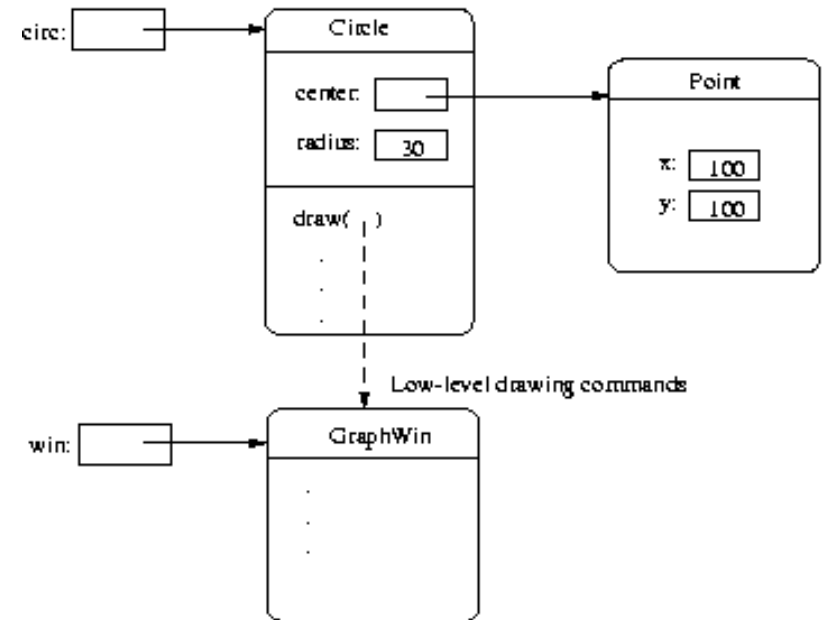
Using Graphical Objects

```
>>> circ = Circle(Point(100, 100), 30)
>>> win = GraphWin()
>>> circ.draw(win)
```

- The first line creates a circle with radius 30 centered at (100,100).
- We used the Point constructor to create a location for the center of the circle.
- The last line is a request to the Circle object circ to draw itself into the GraphWin object win.

Using Graphical Objects

- The draw method uses information about the center and radius of the circle from the instance variable.



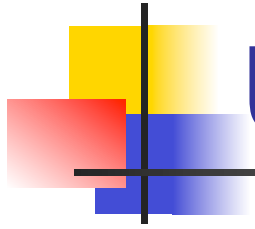


Using Graphical Objects

- It's possible for two different variables to refer to the same object – changes made to the object through one variable will be visible to the other.

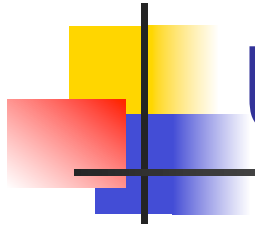
```
>>> leftEye = Circle(Point(80,50), 5)
>>> leftEye.setFill('yellow')
>>> leftEye.setOutline('red')
>>> rightEye = leftEye
>>> rightEye.move(20,0)
```

- The idea is to create the left eye and copy that to the right eye which gets moved 20 units.

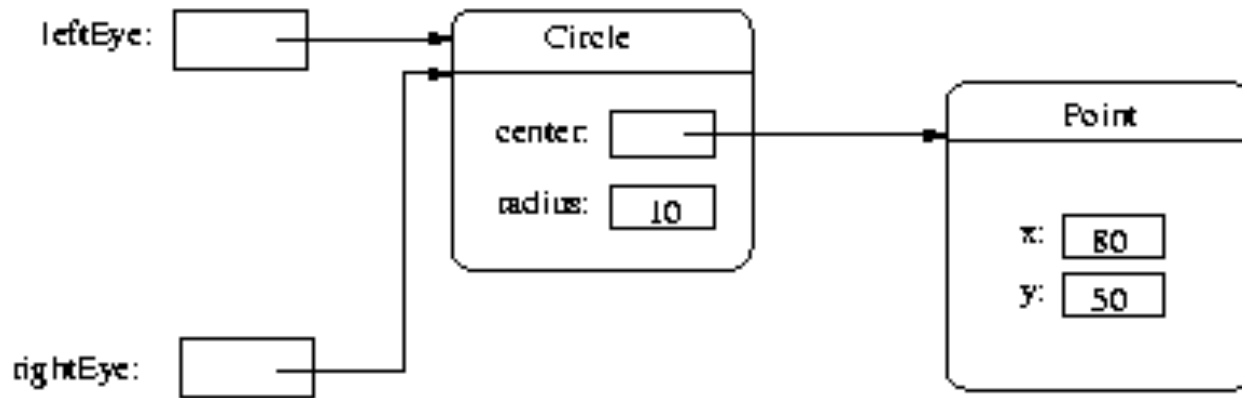


Using Graphical Objects

- The assignment `rightEye = leftEye` makes `rightEye` and `leftEye` refer to the same circle!
- The situation where two variables refer to the same object is called *aliasing*.



Using Graphical Objects





Using Graphical Objects

- There are two ways to get around this.
- We could make two separate circles, one for each eye:

```
>>> leftEye = Circle(Point(80, 50), 5)
>>> leftEye.setFill('yellow')
>>> leftEye.setOutline('red')
>>> rightEye = Circle(Point(100, 50), 5)
>>> rightEye.setFill('yellow')
>>> rightEye.setOutline('red')
```

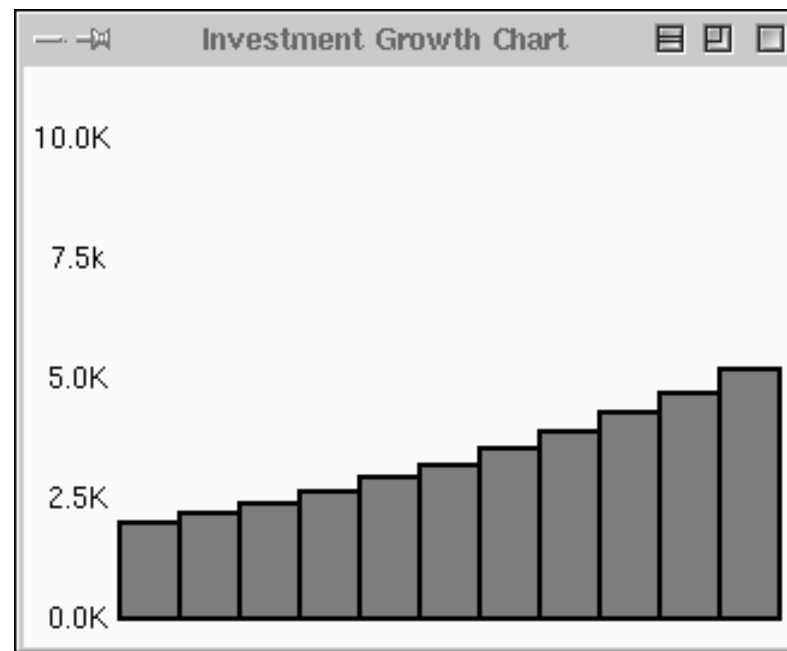


Using Graphical Objects

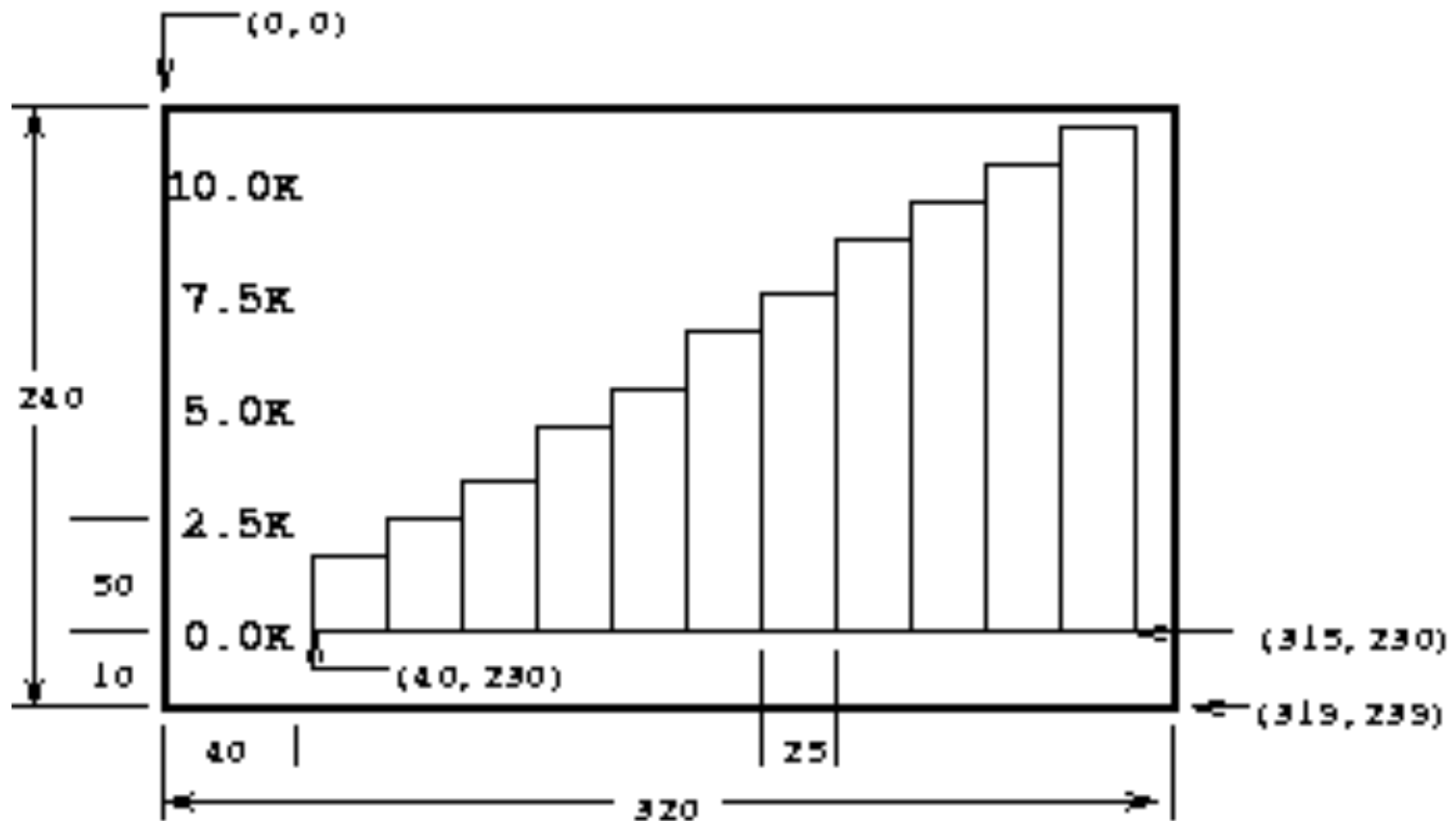
- The graphics library has a better solution. Graphical objects have a clone method that will make a copy of the object!

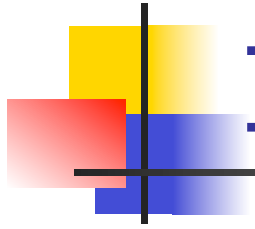
```
>>> # Correct way to create two circles, using
clone
>>> leftEye = Circle(Point(80, 50), 5)
>>> leftEye.setFill('yellow')
>>> leftEye.setOutline('red')
>>> rightEye = leftEye.clone() # rightEye is an
exact copy of the left
>>> rightEye.move(20, 0)
```

Graphing Future Value/ Choosing Coordinates



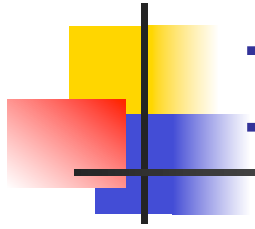
Graphing Future Value/ Choosing Coordinates





Interactive Graphics

- In a GUI environment, users typically interact with their applications by clicking on buttons, choosing items from menus, and typing information into on-screen text boxes.
- *Event-driven* programming draws interface elements (*widgets*) on the screen and then waits for the user to do something.



Interactive Graphics

- An *event* is generated whenever a user moves the mouse, clicks the mouse, or types a key on the keyboard.
- An event is an object that encapsulates information about what just happened!
- The event object is sent to the appropriate part of the program to be processed, for example, a *button event*.



Interactive Graphics

- The graphics module hides the underlying, low-level window management and provides two simple ways to get user input in a `GraphWin`.



Getting Mouse Clicks

- We can get graphical information from the user via the `getMouse` method of the `GraphWin` class.
- When `getMouse` is invoked on a `GraphWin`, the program pauses and waits for the user to click the mouse somewhere in the window.
- The spot where the user clicked is returned as a `Point`.



Getting Mouse Clicks

- The following code reports the coordinates of a mouse click:

```
from graphics import *
win = GraphWin("Click Me!")
p = win.getMouse()
print("You clicked", p.getX(), p.getY())
```

- We can use the accessors like `getX` and `getY` or other methods on the point returned.



Getting Mouse Clicks

```
# triangle.pyw
# Interactive graphics program to draw a triangle

from graphics import *

def main():
    win = GraphWin("Draw a Triangle")
    win.setCoords(0.0, 0.0, 10.0, 10.0)
    message = Text(Point(5, 0.5), "Click on three points")
    message.draw(win)

    # Get and draw three vertices of triangle
    p1 = win.getMouse()
    p1.draw(win)
    p2 = win.getMouse()
    p2.draw(win)
    p3 = win.getMouse()
    p3.draw(win)
```



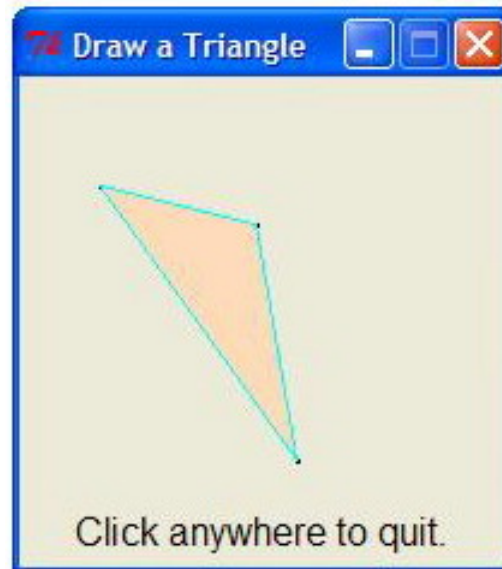
Getting Mouse Clicks

```
# Use Polygon object to draw the triangle
triangle = Polygon(p1,p2,p3)
triangle.setFill("peachpuff")
triangle.setOutline("cyan")
triangle.draw(win)

# Wait for another click to exit
message.setText("Click anywhere to quit.")
win.getMouse()

main()
```

Getting Mouse Clicks





Getting Mouse Clicks

- Notes:
 - If you are programming in a windows environment, using the .pyw extension on your file will cause the Python shell window to not display when you double-click the program icon.
 - There is no triangle class. Rather, we use the general polygon class, which takes any number of points and connects them into a closed shape.



Getting Mouse Clicks

- Once you have three points, creating a triangle polygon is easy:

```
triangle = Polygon(p1, p2, p3)
```

- A single text object is created and drawn near the beginning of the program.

```
message = Text(Point(5,0.5), "Click on three points")  
message.draw(win)
```

- To change the prompt, just change the text to be displayed.

```
message.setText("Click anywhere to quit.")
```

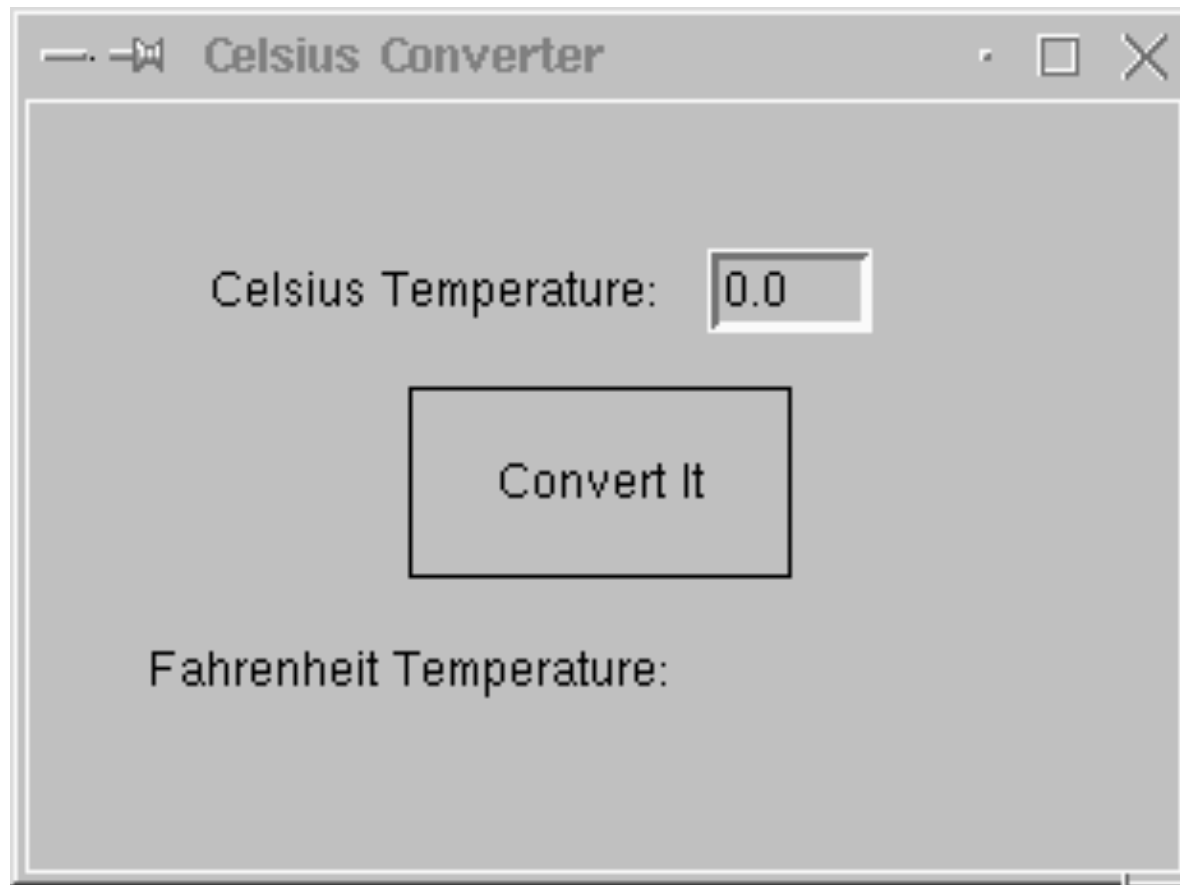



Handling Textual Input

- The triangle program's input was done completely through mouse clicks. There's also an `Entry` object that can get keyboard input.
- The `Entry` object draws a box on the screen that can contain text. It understands `setText` and `getText`, with one difference that the input can be edited.



Handling Textual Input





Handling Textual Input

```
# convert_gui.pyw
# Program to convert Celsius to Fahrenheit using a simple
# graphical interface.

from graphics import *

def main():
    win = GraphWin("Celsius Converter", 300, 200)
    win.setCoords(0.0, 0.0, 3.0, 4.0)

    # Draw the interface
    Text(Point(1,3), "Celsius Temperature:").draw(win)
    Text(Point(1,1), "Fahrenheit Temperature:").draw(win)
    input = Entry(Point(2,3), 5)
    input.setText("0.0")
    input.draw(win)
    output = Text(Point(2,1), "")
    output.draw(win)
    button = Text(Point(1.5,2.0), "Convert It")
    button.draw(win)
    Rectangle(Point(1,1.5), Point(2,2.5)).draw(win)
```



Handling Textual Input

```
# wait for a mouse click
win.getMouse()

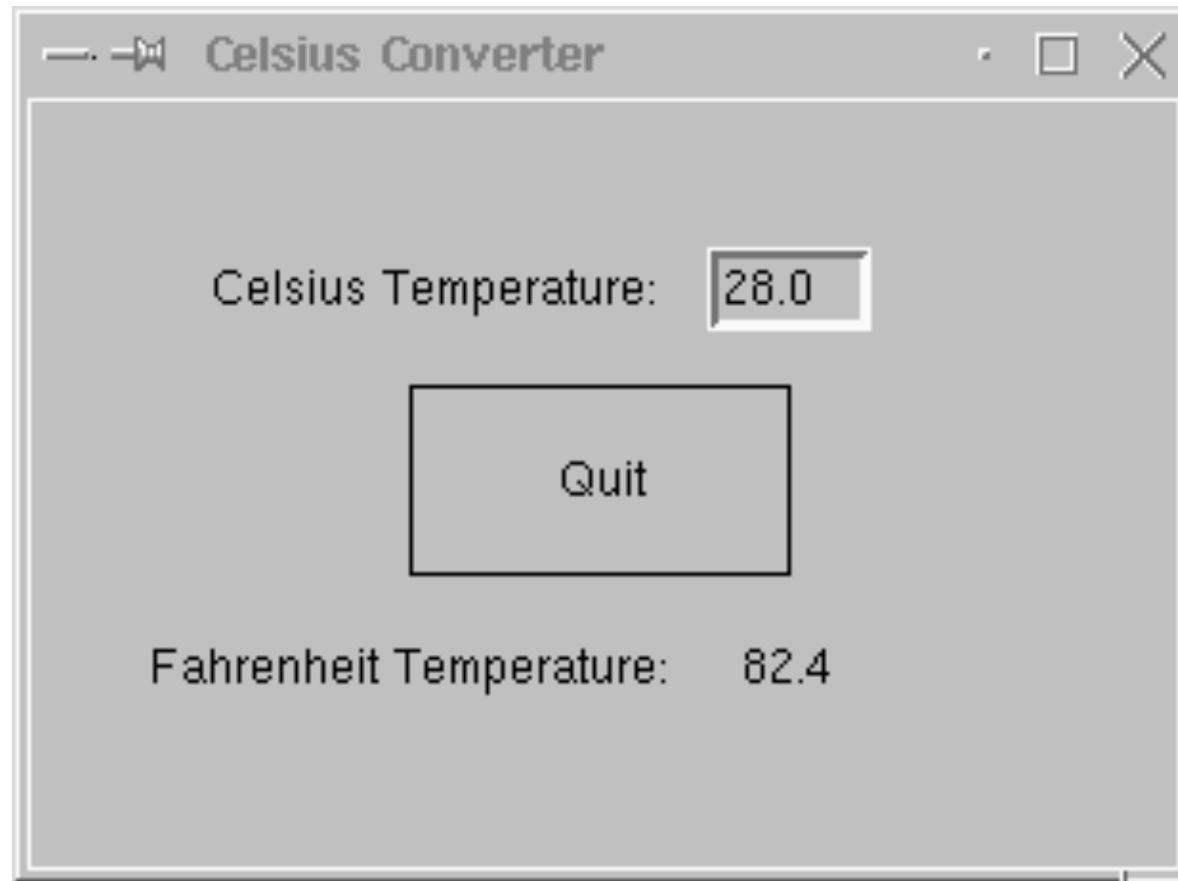
# convert input
celsius = eval(input.getText())
fahrenheit = 9.0/5.0 * celsius + 32

# display output and change button
output.setText(fahrenheit)
button.setText("Quit")

# wait for click and then quit
win.getMouse()
win.close()

main()
```

Handling Textual Input





Handling Textual Input

- When run, this program produces a window with an entry box for typing in the Celsius temperature and a button to “do” the conversion.
 - The button is for show only! We are just waiting for a mouse click anywhere in the window.



Handling Textual Input

- Initially, the input entry box is set to contain “0.0”.
- The user can delete this value and type in another value.
- The program pauses until the user clicks the mouse – we don’t care where so we don’t store the point!



Handling Textual Input

- The input is processed in three steps:
 - The value entered is converted into a number with `eval`.
 - This number is converted to degrees Fahrenheit.
 - This number is then converted to a string and formatted for display in the `output` text area.