

Solution to Section #7

Based on a handout by Eric Roberts

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// File: BoxDiagram.java
// This program allows the user to create a set of boxes with labels
// and then drag them around in the window.

import acm.graphics.*;
import acm.program.*;
import java.util.*;
import java.awt.event.*;
import javax.swing.*;

public class BoxDiagram extends GraphicsProgram {

    /* Initializes the program */
    public void init() {
        contents = new HashMap<String,GObject>();
        createController();
        addActionListeners();
        addMouseListeners();
    }

    /* Creates the control strip at the bottom of the window */
    private void createController() {
        nameField = new JTextField(MAX_NAME);
        nameField.addActionListener(this);
        addButton = new JButton("Add");
        removeButton = new JButton("Remove");
        clearButton = new JButton("Clear");
        add(new JLabel("Name"), SOUTH);
        add(nameField, SOUTH);
        add(addButton, SOUTH);
        add(removeButton, SOUTH);
        add(clearButton, SOUTH);
    }

    /* Adds a box with the given name at the center of the window */
    private void addBox(String name) {
        GCompound box = new GCompound();
        GRect outline = new GRect(BOX_WIDTH, BOX_HEIGHT);
        GLabel label = new GLabel(name);
        box.add(outline, -BOX_WIDTH / 2, -BOX_HEIGHT / 2);
        box.add(label, -label.getWidth() / 2, label.getAscent() / 2);
        add(box, getWidth() / 2, getHeight() / 2);
        contents.put(name, box);
    }

    /* Removes the box with the given name */
    private void removeBox(String name) {
        GObject obj = contents.get(name);
        if (obj != null) {
            remove(obj);
        }
    }
}
```

```

/* Removes all boxes in the contents table */
private void removeContents() {
    Iterator<String> iterator = contents.keySet().iterator();
    while (iterator.hasNext()) {
        removeBox(iterator.next());
    }
    contents.clear();    // Clear all entries in the hashmap
}

/* Called in response to button actions */
public void actionPerformed(ActionEvent e) {
    Object source = e.getSource();
    if (source == addButton || source == nameField) {
        addBox(nameField.getText());
    } else if (source == removeButton) {
        removeBox(nameField.getText());
    } else if (source == clearButton) {
        removeContents();
    }
}

/* Called on mouse press to record the coordinates of the click */
public void mousePressed(MouseEvent e) {
    last = new GPoint(e.getPoint());
    currentObject = getElementAt(last);
}

/* Called on mouse drag to reposition the object */
public void mouseDragged(MouseEvent e) {
    if (currentObject != null) {
        currentObject.move(e.getX() - last.getX(),
                           e.getY() - last.getY());
        last = new GPoint(e.getPoint());
    }
}

/* Called on mouse click to move this object to the front */
public void mouseClicked(MouseEvent e) {
    if (currentObject != null) currentObject.sendToFront();
}

/* Private constants */
private static final int MAX_NAME = 25;
private static final double BOX_WIDTH = 120;
private static final double BOX_HEIGHT = 50;

/* Private instance variables */
private HashMap<String,GObject> contents;
private JTextField nameField;
private JButton addButton;
private JButton removeButton;
private JButton clearButton;
private GObject currentObject;
private GPoint last;
}

```