Chapter 1

Libwindow - a small X11-library for Info1

This is a short and probably incomplete description of Libwindow, a small library which aims to present an easy C++ interface to the X11 window system. If you want to use the library in your program, do not forget the following include directive.

#include <ifmwindow>

1.1 The Window Class (*IfmWindow*)

Definition

The class *IfmWindow* represents a window that can be used for IO-operations and an associated graphic context. The graphic context defines the drawing color (default: *black*), line width (default: *1*) and drawing mode (default: *GXcopy*) and affects any output operation. There are a number of member functions to change the state of the graphic context. With the window comes a Cartesian coordinate system where the origin sits in the lower left corner, i.e. the window resides in the all-positive quadrant. All output is internally buffered, so in order to make it visible on the display, this buffer has to be flushed. Many functions handle *expose-events*, that means if parts of the window get obscured, their content is redrawn automatically, as soon as they get visible (exposed) again.

Creation

IfmWindow w(string str = "IFM Window");

Creates a window with dimensions (512 x 512) and name *str* and positions it with upper left corner (100, 100) on the X display (your screen).

IfmWindow w(int xsize, int ysize, string str = "IFM Window");

Precondition: $10 \leq xsize, ysize \leq 2048$.
Creates a window with dimensions (xsize x ysize) and name *str* and positions it with upper left corner (100, 100) on the X display (your screen).

IfmWindow w(int xpos, int ypos, int xsize, int ysize, string str);

Precondition: $10 \leq xsize, ysize \leq 2048$.
Creates a window with dimensions (*xsize* x *ysize*) and name *str* and positions it with upper left corner (*xpos*, *ypos*) on the X display (your screen).

IfmWindow w(IfmWindow);

copy constructor.

IfmWindow&

w = IfmWindow

copy assignment.

Operations

int	*w.xmin()*	returns minimal x-xoordinate in *w*.
int	*w.xmax()*	returns maximal x-xoordinate in *w*.
int	*w.ymin()*	returns minimal y-xoordinate in *w*.
int	*w.ymax()*	returns maximal y-xoordinate in *w*.

IfmWindow&

& w << IfmDrawable d

d is drawn into *w*.

IfmWindow&

& w >> IfmGetable d

d is set from *w*.

IfmWindow&

w.flush() Buffer is flushed and all output drawn onto the display. Returns *w*.

IfmWindow&

w.endl() same as *flush*.

IfmWindow&

w.sync() Buffer is flushed, all output is drawn onto the display and all pending X-requests have been processed. Returns *w*.

IfmWindow&

w.clear() Clears the window and flushes the buffer. Returns *w*.

IfmWindow&

w.wait(unsigned long microsec)

Flushes buffer and waits for *microsec* microseconds.

bool *w.check_key()*

Returns true, iff there is a KeyRelease event pending.

bool *w.check_mouse()*

Returns true, iff there is a MouseMotion event pending.

bool *w.check_mouse_click()*

Returns true, iff there is a ButtonRelease event pending.

int *w.get_key()* Flushes buffer, waits for a KeyRelease event and returns the pressed key's ASCII-code. (65 $\Leftrightarrow$ A, 97 $\Leftrightarrow$ a). Expose events during the waiting period are handled.

void *w.get_mouse(int& x, int& y)*

Flushes buffer, waits for a MouseMotion event and sets (x, y) to the mouse position. Expose events during the waiting period are handled.

int *w.get_mouse_click(int& x, int& y)*

Flushes buffer, waits for a ButtonRelease event, sets (x, y) to the mouse position and returns the number of the pressed mouse button. (1 $\Leftrightarrow$ left, 2 $\Leftrightarrow$ middle, 3 $\Leftrightarrow$ right). Expose events during the waiting period are handled.

void *w.wait_for_mouse_click(int button = 0)*

Precondition: $0 \leq button \leq 3$.
Flushes buffer and waits until specified (0 $\Leftrightarrow$ any) mouse button gets released. Expose events during the waiting period are handled.

IfmWindow&

w.set_draw_mode(int m)

Drawing mode is set to *m*. (Possible values include *GXcopy*, *GXxor*, *GXand*, ...) Returns *w*.

IfmWindow&

w.set_line_width(int w)

Precondition: w > 0.
Drawing line width is set to w. Returns w.

int *w.number_of_colors()*

Returns the number of available colors.

IfmWindow&

w.set_color(int c)

Precondition: $0 \leq$ c $\leq$ number_of_colors().
Drawing color is set to c. The last two colors are always *black* and *white*, i.e. *set_color(number_of_colors())* selects *black*. The rest is evenly divided by interpolating the following colors in order: *red*, *orange*, *yellow*, *green*, *blue*, *magenta* and *purple*. Returns w.

Example

The following code reads in a Circle c, draws c and its bounding square and then tracks the mouse pointer by drawing line segments between consecutive positions until finally a mouse button is pressed.

```
#include <ifmwindow>

int main()
{
  // define a 200 x 200 pixel window
  IfmWindow w(200, 200, "IfmWindow-Example");

  // read in a circle
  Circle c;
  w >> c;

  // print c and its bounding square
  w << yellow << c << red
    << Rectangle(c.x() - c.r(), c.y() - c.r(),
 c.x() + c.r(), c.y() + c.r())
    << flush;

  // tracks mouse pointer
  Point p_last(c.x(), c.y());
  do {
    int x, y;
    w.get_mouse(x, y);
    w << blue << Line(p_last.x(), p_last.y(), x, y) << flush;
    p_last = Point(x, y);
  } while (!w.check_mouse_click());
}
```

1.2 A default Window

IfmWindow wio;

wio can be used whenever one default *IfmWindow* suffices. It is a so called *proxy*, i.e. the corresponding X-window and graphic context are created, when *wio* is used the first time. Consequently, if *wio* is not used anywhere, this creation happens never and no window will appear.

1.3 What can be drawn (*IfmDrawable*)

Here is a list of classes/objects that can be drawn into an *IfmWindow* using the operator <<.

1.3.1 Points (*Point*)

Point p(int x, int y);

Creates a point with Cartesian coordinates (x, y).

int	*p.x()*	Returns x-coordinate of p.
int	*p.y()*	Returns y-coordinate of p.

Example

The following code draws a point at coordinate (100, 100) and waits for a mouseclick to finish.

```
#include <ifmwindow>

int main()
{
    wio << Point(100, 100) << flush;
    wio.wait_for_mouse_click();
}
```

1.3.2 Line Segments (*Line*)

Line l(int x1, int y1, int x2, int y2);

Creates a line from (*x1*, *y1*) to (*x2*, *y2*).

int	*l.x1()*	Returns x-coordinate of the first endpoint.
int	*l.y1()*	Returns y-coordinate of the first endpoint.
int	*l.x2()*	Returns x-coordinate of the second endpoint.
int	*l.y2()*	Returns y-coordinate of the second endpoint.

Example

The following code draws a line segment from (100, 100) to (200, 200) and waits for a mouseclick to finish.

```
#include <ifmwindow>

int main()
{
    wio << Line(100, 100, 200, 200) << flush;
    wio.wait_for_mouse_click();
}
```

Notes

Line Segments are somewhat special in X, since they do not include their endpoints, but only the grid points in between. So if you write

```
wio << Line(100, 100, 200, 100)
    << Line(201, 100, 300, 100)
    << flush;
```

there does not appear a continuous line segment (100, 100) $\longrightarrow$ (300, 100), it will have a one-pixel gap in the middle.

1.3.3 Rectangles (*Rectangle*)

Rectangle r(int x1, int y1, int x2, int y2);

Creates a rectangle with diagonal (*x1*, *y1*) $\longrightarrow$ (*x2*, *y2*).

int	*r.x1()*	Returns x-coordinate of the diagonal's first endpoint.
int	*r.y1()*	Returns y-coordinate of the diagonal's first endpoint.
int	*r.x2()*	Returns x-coordinate of the diagonal's second endpoint.
int	*r.y2()*	Returns y-coordinate of the diagonal's second endpoint.

Example

The following code draws a rectangle with lower left corner (100, 100) and upper right corner (200, 200) and waits for a mouseclick to finish.

```
#include <ifmwindow>
```

```
int main()
{
    wio << Rectangle(100, 100, 200, 200) << flush;
    wio.wait_for_mouse_click();
}
```

1.3.4 Filled Rectangles (*FilledRectangle*)

FilledRectangle r(int x1, int y1, int x2, int y2);

Creates a filled rectangle with diagonal (*x1*, *y1*) $\longrightarrow$ (*x2*, *y2*).

int	*r.x1()*	Returns x-coordinate of the diagonal's first endpoint.
int	*r.y1()*	Returns y-coordinate of the diagonal's first endpoint.
int	*r.x2()*	Returns x-coordinate of the diagonal's second endpoint.
int	*r.y2()*	Returns y-coordinate of the diagonal's second endpoint.

Example

The following code draws a filled rectangle with lower left corner (100, 100) and upper right corner (200, 200) and waits for a mouseclick to finish.

```
#include <ifmwindow>

int main()
{
    wio << FilledRectangle(100, 100, 200, 200) << flush;
    wio.wait_for_mouse_click();
}
```

1.3.5 Circles (*Circle*)

Circle c(int x, int y, int r);

Creates a circle with center (x, y) and radius r.

int	*c.x()*	Returns center's x-coordinate.
int	*c.y()*	Returns center's y-coordinate.
int	*c.r()*	Returns radius of c.

Example

The following code draws a circle with center (100, 100) and radius 20. Then it waits for a mouseclick to finish.

```
#include <ifmwindow>

int main()
{
    wio << Circle(100, 100, 20) << flush;
    wio.wait_for_mouse_click();
}
```

1.3.6 Filled Circles (*FilledCircle*)

FilledCircle c(int x, int y, int r);

Creates a filled circle with center (x, y) and radius r.

int	*c.x()*	Returns center's x-coordinate.
int	*c.y()*	Returns center's y-coordinate.
int	*c.r()*	Returns radius of c.

Example

The following code draws a filled circle with center (100, 100) and radius 20. Then it waits for a mouseclick to finish.

```
#include <ifmwindow>

int main()
{
    wio << FilledCircle(100, 100, 20) << flush;
    wio.wait_for_mouse_click();
}
```

1.3.7 Ellipses (*Ellipse*)

Ellipse e(int x, int y, int w, int h);

Creates an ellipse with center (x, y), width $2 \cdot w$ and height $2 \cdot h$.

int	*e.x()*	Returns center's x-coordinate.
int	*e.y()*	Returns center's y-coordinate.
int	*e.w()*	Returns half the width of e.
int	*e.h()*	Returns half the height of e.

Example

The following code draws an ellipse with center (100, 100), width 80 and height 50. Then it waits for a mouseclick to finish.

```
#include <ifmwindow>

int main()
{
    wio << Ellipse(100, 100, 80, 50) << flush;
    wio.wait_for_mouse_click();
}
```

1.3.8 Filled Ellipses (*FilledEllipse*)

FilledEllipse e(int x, int y, int w, int h);

Creates a filled ellipse with center (x, y), width $2 \cdot w$ and height $2 \cdot h$.

int	*e.x()*	Returns center's x-coordinate.
int	*e.y()*	Returns center's y-coordinate.
int	*e.w()*	Returns half the width of e.
int	*e.h()*	Returns half the height of e.

Example

The following code draws a filled ellipse with center (100, 100), width 80 and height 50. Then it waits for a mouseclick to finish.

```
#include <ifmwindow>

int main()
{
    wio << FilledEllipse(100, 100, 80, 50) << flush;
    wio.wait_for_mouse_click();
}
```

1.3.9 Manipulators

The manipulators listed here correspond to the respective member functions of *IfmWindow*.
The functionality can be looked up there.

IfmWindow&	*IfmWindow& w << flush*
IfmWindow&	*IfmWindow& w << endl*
IfmWindow&	*IfmWindow& w << sync*
IfmWindow&	*IfmWindow& w << clear*
IfmWindow&	*IfmWindow& w << wait(unsigned long)*
IfmWindow&	*IfmWindow& w << line_width(int)*
IfmWindow&	*IfmWindow& w << draw_mode(int)*
IfmWindow&	*IfmWindow& w << color(int)*

Shortcuts for Drawing Modes

IfmWindow&	*IfmWindow& w << copy_mode*
IfmWindow&	*IfmWindow& w << xor_mode_mode*
IfmWindow&	*IfmWindow& w << or_mode*
IfmWindow&	*IfmWindow& w << and_mode*

Shortcuts for Colors

IfmWindow&	*IfmWindow& w << white*
IfmWindow&	*IfmWindow& w << black*
IfmWindow&	*IfmWindow& w << red*
IfmWindow&	*IfmWindow& w << orange*
IfmWindow&	*IfmWindow& w << yellow*
IfmWindow&	*IfmWindow& w << green*
IfmWindow&	*IfmWindow& w << lightgreen*
IfmWindow&	*IfmWindow& w << blue*
IfmWindow&	*IfmWindow& w << magenta*
IfmWindow&	*IfmWindow& w << purple*

1.4 What can be read (*IfmGetable*)

Here is a list of classes/objects that can be read from an *IfmWindow* using the operator >>.

Point, *Line*, *Rectangle*, *FilledRectangle*, *Circle*, *FilledCircle*, *Ellipse* and *FilledEllipse*.