Quick Start Guide
to the Source Code of the Module
Recursive Images

Packages: *ch.ethz.inf.csts.modules.recursiveImages*
            ch.ethz.inf.csts.modules.recursiveImages.gui
            ch.ethz.inf.csts.modules.recursiveImages.manual

Main-class: *ch.ethz.inf.csts.modules.RecursiveImages.java*

Jar-file: *csts/mod_rec.jar*
Jar-desc: *csts/mod_rec.jardesc*
JNLP-file: *csts/mod_rec.jnlp*
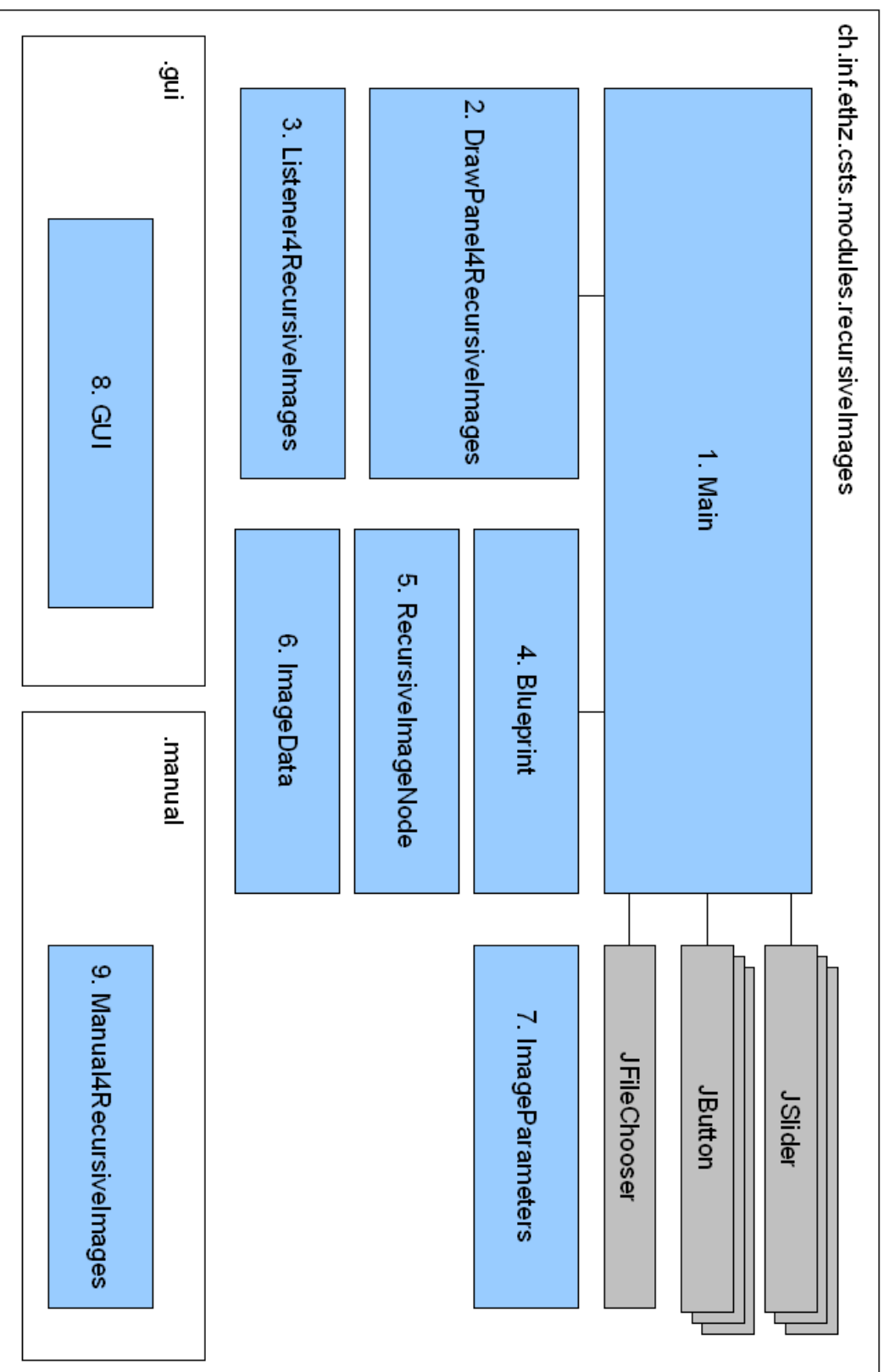

The Classes And Their Javadoc Comments

1. Main

The Main class of the "Recursive Images" module does the following:

- Set up instances of DrawPanel4RecursiveImages, the Blueprint and the Listener4RecursiveImages.

- Add ActionListeners to all the JSliders and JButtons.

- Provide access to some hidden member variables of the instances it has set up.

Classes Of The Module *Recursive Images*

ch.inf.ethz.csts.modules.recursiveImages

1. Main

2. DrawPanel4RecursiveImages

3. Listener4RecursiveImages

4. Blueprint

5. RecursiveImageNode

6. ImageData

7. ImageParameters

JFileChooser

JButton

JSlider

.gui

8. GUI

.manual

9. Manual4RecursiveImages

2. *DrawPanel4RecursiveImages*

The DrawPanel4RecursiveImages class draws the interactive blueprint, if the drawBlueprint flag is set, and the tree of RecursiveImageNodes that results from that blueprint. To improve performance, the recursive picture tree is rendered into a BufferedImage. The plane can be scaled and translated.

3. *Listener4RecursiveImages*

The Listener4RecursiveImages class handles adding, moving and removing blueprint points as well as scaling and translating the plane.

4. *Blueprint*

The Blueprint class contains a Vector of points which are the basis of a recursive image. Each point is associated with a handle to drag the according point around with the mouse.

5. *RecursiveImageNode*

A node of a recursive pic. Each node contains a scaled and rotated copy of the blueprint (the recursively repeated line pattern) and a subtree for each line. Like this it is easy to render the recursive pic on any depth.

6. *ImageData*

This class contains the data (i.e. angles and distances from the origin for each point) from which the recursive image is rendered.

7. *ImageParameters*

Allows loading and storing parameter settings.

8. *GUI*

The module GUI designed with NetBeans.

9. *Manual4RecursivePics*

The module manual.