World Wide Graphics

Alysha Marie Timmons

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WORLD WIDE GRAPHICS

A Project
Presented to the
Faculty of
California State University
San Bernardino

In Partial Fulfillment
of the Requirements for the Degree
Master of Science
in
Computer Science

by
Alysha Marie Timmons

June 2001
WORLD WIDE GRAPHICS

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George Georgiou, Computer Science 6/8/01

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ABSTRACT

The integration of computers and the Internet in the educational process of today has led to a need for distance presentation tools. There are software products that address this subject; however, they are costly or complicated. The development and implementation of this software product provides an easy to follow tool for instructors to capitalize on the popularity and availability of the Internet.

World Wide Graphics (WWG) is a software package that provides instructors with the tools needed to present a web-based presentation to a group of students while having the ability of enhancing the prepared HTML slide with user-drawn graphics and highlighting. The students have convenient access to the presentation with the use of an Internet browser, such as Internet Explorer. The instructor has complete control over the presentation and what is displayed to the students.
ACKNOWLEDGMENTS

I would like to thank my friend and cooperator, Sandy Hengstebeck, for the many long hours, phone calls, e-mails, and brainstorming. To my advisor, Dr. Georgiou, I express special thanks for his time, patience, and expertise, for always being just a phone call or e-mail away, for being ready to listen and "advise", and most of all, for being Dr. Georgiou. In addition, I would like to thank my mother, Marie, and my sister, Anitra, for hours of searching through any book available for a helpful answer and for their unending love and support.
To Mom and Sis
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CHAPTER ONE
SOFTWARE REQUIREMENTS SPECIFICATION

1.1 Introduction

Years ago, it was rare for a classroom to have one computer. Today, schools have computer labs that provide a computer for each student enrolled in the course. In addition, computers have become a product that is readily found in American households. Due to this evolution, the concept of telecommuting and televised classes is now more than a notion.

Many times, students may find it difficult to attend classes, due to circumstances such as time constraints, commuting costs, or health-related problems. With the availability of computers and the Internet, it is not a far-fetched idea that students could “attend” class from their own home or workplace.

Viewing a lecture through the web not only benefits those students who cannot attend, but also those who are in the classroom. Most teachers still lecture with the aid of chalkboards, whiteboards, and projector screens. In this situation, students at the back of the room may find it difficult to see what is being presented. During a
lecture, few teachers or students are able to utilize the computers made available. The student may actually find the computer a hindrance while trying to follow the lecture. The computer takes up desk space and obstructs the view of the front of the room. Additionally, teachers find computers to be a distraction for many students during lectures. If the teachers were able to present their lecture on the computer, this would alleviate some of the problems and utilize the computers. In addition, it would be a great benefit if the teacher could draw attention to key points in their presentation and know that students could easily distinguish important elements.

With so many presentation services on the web, this would seem to be a moot situation. However, there are some disadvantages to these services. The presenter is required to upload their files to a third party’s site for the presentation. Once uploaded, no changes can be made to the files. Another major disadvantage is the fact that these services are expensive and dependent upon the number of viewers. Often, educational institutions and individual teachers are not financially capable of meeting these expenditures. Therefore, these services are no longer a viable solution.
World Wide Graphics (WWG) is a system that was built upon the application Presentations World Wide (PWW). [4] PWW is an application that provides educators an interface in which to run a web-based presentation. An instructor sets up the presentation using PWW. Then, when desired, the presentation begins using PWW. The instructor controls what slide to shown at what time. Anyone connected to the given URL will view exactly the same slide that the instructor has chosen.

World Wide Graphics adds to the PWW interface the tools to draw graphical shapes on the web page. During the lecture, the presenter can draw lines, rectangles, or ellipses of various colors. There is also the option to draw filled rectangles or ellipses, as well as lines of various thicknesses. All graphics utilize semi-transparent colors so as to allow any text or images beneath to show through. Then, with a click of a button, the presenter can post the drawn graphics to the web, so the students at the other end can see them.

World Wide Graphics is created using Java 2, an object-oriented programming language with extended graphical abilities, and the features of the Internet. WWG provides instructors and students an easy to use method
that makes lectures more effective. The instructor simply installs an executable program, which is started before launching a presentation. Students, on the other hand, are merely required to point their Internet browser to the given URL.

This project documentation explains the development of World Wide Graphics, a interactive tool that allows a presenter to draw the attention of a student to a particular element during a web-based presentation via graphical tools.

1.1.1 Background Research

Research was done on the currently available web presentation services. It was found that all had advantages and disadvantages. Examples of presentation services on the web are WebEx [8], Astound Conference Center [1], and PlaceWare Web Conferencing [7].

PC Magazine chose WebEx as Editor’s Choice in the December 17, 1999 issue.[6] The WebEx is a proprietary service that includes whiteboards, annotation tools, polling functions, chatting, and one-way presentations. If you only have up to four participants in your meeting and keep it within 30 minutes, then you can almost use it for free. The disadvantages of WebEx appear to be the
requirement of scheduling a conference for a one-time presentation. If the user has more than four attendees or the presentation is longer than 30 minutes, then there is a substantial associated cost. The lowest plan is $25 per month for the first four users and $10 for each additional user, with a $.15 per user per minute cost. [8]

Astound Conference Center has services similar to WebEx; however, it does not offer free-form drawing tools. One advantage of Astound is the ability to meet immediately or schedule a meeting for later. A disadvantage of Astound is the fact that the links provided to the viewer are not live. The links appear in the viewer's browser; however, if the viewer clicks on the links, nothing will happen. Only the presenter can use them. The pricing requires a contract for a monthly rate. The shortest contract is a 3-month contract at $25 per user. There is a one-time meeting available for $.30 per minute per person if the meeting is less than 30 minutes. [1]

PlaceWare Web Conferencing offers most of the services that WebEx and Astound offer. It provides exceptional 3-D graphics. The presenter is also given the ability to add slides on the fly; however, it requires three separate downloads by the presenter and was indicated in PC Magazine
to be difficult to set up. [7] While trying to determine a price, on the low end, PlaceWare indicated that they have a separate service called MyPlaceWare that allows presentations with up to five attendees for free. The PlaceWare Web Conferencing Service is different from the other two web services, because it doesn’t charge by the minute. It has a one-time set up expense of $3,000 and a $600 per person per year fee.

Other projects involving the Internet as a teaching resource have been developed in the past. Examples of past projects include WebCT [9], and Dohyon Donte Kim’s Internet Instructional Aid [5]. However these products do not meet our specifications. This could be for several reasons.

WebCT is an aid to the instructor who wishes to set up an “on-line classroom information center”. It provides a template for syllabi, homework assignments, discussion groups, quizzes, etc. However, it does not provide a method to deliver live presentations.

Donte Kim's Internet Instructional Aid (IIA) is a software package that provides "an environment in which students can have additional group and individual contact with the instructor and convenient access to prior lectures and instructional materials" [5]. It provides two applets.
One applet, cyboard, allows the instructor and students to draw in the applet and save the images created. It also allows the instructor and students to post questions using a chat program. However, it only displays images drawn on the whiteboard and does not open existing images or text files. The program is best used as an accompaniment to a lecture, as opposed to delivering a full-blown lecture.

1.1.2 Purpose

The purpose of this section is to present the specifications of World Wide Graphics. WWG was created as the author’s M.S. project.

1.1.3 Scope

The software project that was produced is the World Wide Graphics system. WWG works in conjunction with the Presentation World Wide system to provide the presenter the ability to conduct a classroom lecture as a web presentation. While the presenter gives the presentation, he/she will be able to draw on and highlight the current slide of the presentation. Once the viewer has connected to the web site, via a browser, the viewer will not need to interact with the computer to view the presentation.

1.1.4 Definitions, Acronyms, and Abbreviations

WWG: World Wide Graphics
PWW: Presentations World Wide

HTML: Hypertext Markup Language, a set of codes that can be inserted into text files to indicate special typefaces, inserted images, links to other documents, etc.

Java: A programming language developed to enable networked computers to transmit computations to each other, not just data. Java programs are compiled not into machine code, which would not be portable, but into concise code, known as Java byte code.

Browser: A computer program that enables the user to read Hypertext in files or in the World Wide Web.

Internet: A cooperative message forwarding system linking computer networks all over the world.

Web Server: A computer that is attached to the Internet and contains web pages (HTML files) that can be viewed using a web browser.

URL: Universal Resource Locator, a way of specifying the location of publicly available information on the Internet, in the form http://www.csci.csusb.edu

GUI: Graphical User Interface, a way of communicating with the computer by manipulating icons and windows with a mouse.
Mouse: A computer input device that is used by moving it around and pressing one or more buttons

GIF: A file format for storing bitmap images

User/Presenter: The user of the system, generally an educator, who will create and run the presentation. This person will be in charge of advancing to the next slide during the presentation, as well as drawing any free-form graphics on the slides.

Viewer: The person, most likely a student, who will be viewing the presentation after it is created and posted to the web server.

1.1.5 Overview

The remainder of the SRS pertains to the overall description of the product. It explains in detail the functions, characteristics, constraints, and dependencies related to the use of WWG. In addition, the requirements of the presenter and viewer using WWG are presented.
1.2 Overall Description

1.2.1 Product Perspective

The WWG system is a software program that works in conjunction with the PWW system. The product consists of a Java executable. It is required that Java is installed in order to run the executable. The presenter does not install the program files, since the program files do not need to be compiled in order to run. Only the executable is installed and ran. The viewers of the presentation are required to have Internet access, with a Java-enabled browser, such as Internet Explorer 5.0, Netscape 4.0, or better.

1.2.2 Product Functions

A professor creates and begins a presentation using the PWW interface. Each student will open a browser window points to the appropriate URL. Each will see the same page that the presenter is currently viewing. The presenter will be able to draw figures and highlight areas on the page as the presentation proceeds.

1.2.3 User Characteristics

In order to use World Wide Graphics, a presenter needs to have previously created and loaded the HTML pages to the web server. While running the presentation, the mouse will
be used (click and drag) to draw the desired graphics. When the mouse button is pressed, the beginning point of the graphic is set. The user then drags the mouse to indicate the desired size of the graphic. When the mouse button is released, the graphic is drawn.

1.2.4 Constraints

In order to run WWG, the instructor must have access to a computer with Java capabilities. WWG is designed to communicate with input from a mouse connected to the computer running the program.

1.2.5 Assumptions and Dependencies

In order for WWG to properly function, it is assumed that the server on which it is run has Java 1.3 installed. The presenter needs to have a Unix operating system installed in order to properly run PWW. It is also required that the persons viewing the presentation have access to an Internet browser, Internet Explorer 5.0, Netscape Navigator 4.0, or better.
CHAPTER TWO
SOFTWARE DESIGN

2.1 Preliminary Design Pseudocode

Create a visual panel in which to draw
Create buttons and menu to choose graphic shapes
Create two images in which to draw
   One for visual purposes
   One for future saving purposes
Create the interface to handle inputs from a mouse
If a shape is chosen
   Update the type of shape to draw
   If chosen to highlight
   Set the flag to highlight
   Set the shape to "Line"
   Set the color to yellow
   If mouse button is pressed
   Record the initial coordinates of the point chosen
If mouse is dragged
   Continually update the coordinates of the next point
   Draw the desired figure beginning at start point
   and ending at this point
If mouse button is released

Record the final coordinates of the destination point

Draw the final figure beginning at start point and ending at this point

If the option to fill is chosen, then draw a filled shape.

If clear button is pressed

Clear (fill the entire image with the background color) both the shown graphics image and the image for saving

If save button is pressed

Call a class to translate the graphics to GIF format

Pass the image created for saving to the encoding class
2.2 Detailed Design

![Class Diagram](image)

Figure 1. Class Diagram
Figure 2. Overview of the Integration of the Two Systems
2.2.1 Choice Panel Design

Table 1. Choice Panel

<table>
<thead>
<tr>
<th>1. Class Name</th>
<th>ChoicePanel</th>
</tr>
</thead>
<tbody>
<tr>
<td>Where Used</td>
<td>WWG</td>
</tr>
<tr>
<td>Purpose</td>
<td>Button interface</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Transmits user's decisions to the Drawing Panel</td>
</tr>
<tr>
<td>Note</td>
<td>Main button panel of WWG</td>
</tr>
</tbody>
</table>

Procedure ChoicePanel

Begin

Create panel for buttons
Add choices for the shape
Add choices for the color
Add option to fill the shape (checkbox)
Add option to highlight (checkbox)
Add choices for the size of the highlight
Add button for clearing
Add button for saving

End
Table 2. Function Action

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Member Of</td>
<td>ChoicePanel</td>
</tr>
<tr>
<td>Purpose</td>
<td>To set the appropriate variables and flags based upon the user's input</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Transmits user's decisions to the DrawingPanel</td>
</tr>
</tbody>
</table>

Procedure action

Begin

If any choice is made (the shape, color, fill, highlighting),

Update the decision variables in the DrawingPanel

End

Table 3. Function SetSave

<table>
<thead>
<tr>
<th>Function Name</th>
<th>setSave</th>
</tr>
</thead>
<tbody>
<tr>
<td>Member Of</td>
<td>ChoicePanel</td>
</tr>
<tr>
<td>Purpose</td>
<td>To call the save function</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Transmits user's decision to the DrawingPanel</td>
</tr>
</tbody>
</table>
Procedure setSave

Begin

Call the save function in the DrawingPanel

End

Table 4. Function SetClear

<table>
<thead>
<tr>
<th>4. Function Name</th>
<th>SetClear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Member Of</td>
<td>ChoicePanel</td>
</tr>
<tr>
<td>Purpose</td>
<td>To call the clear function</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Transmits user's decision to the DrawingPanel</td>
</tr>
</tbody>
</table>

Procedure setClear

Begin

Call the clear function in the DrawingPanel

End
2.2.2 Drawing Panel Design

Table 5. Drawing Panel

<table>
<thead>
<tr>
<th>1. Class Name</th>
<th>Drawing Panel</th>
</tr>
</thead>
<tbody>
<tr>
<td>Where Used</td>
<td>WWG</td>
</tr>
<tr>
<td>Purpose</td>
<td>To provide the panel for drawing and call the appropriate functions for drawing</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Calls the appropriate class to draw the graphic</td>
</tr>
</tbody>
</table>

Procedure DrawingPanel

Begin

Create the panel for drawing
Create two blank images for the graphics - One for display and one for saving
Initialize variables to draw black lines
Create method for executing mouse input

End
Table 6. Function DrawLine

<table>
<thead>
<tr>
<th>2. Function Name</th>
<th>drawLine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Member Of</td>
<td>DrawingPanel</td>
</tr>
<tr>
<td>Purpose</td>
<td>To draw the final line to the image displayed</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Draws image to saving image</td>
</tr>
</tbody>
</table>

Procedure drawLine

Begin

Get the coordinates of the beginning and end points

If the option to highlight is chosen

    Change the Graphics to Graphics2D

    Set the Stroke size of the line

    Draw the line

Else

    Draw the line

End if

End
Table 7. Function DrawRectangle

<table>
<thead>
<tr>
<th>3. Function Name</th>
<th>DrawRectangle</th>
</tr>
</thead>
<tbody>
<tr>
<td>Member Of</td>
<td>DrawingPanel</td>
</tr>
<tr>
<td>Purpose</td>
<td>To draw the final rectangle to the image displayed</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Draws image to saving image</td>
</tr>
</tbody>
</table>

Procedure drawRectangle

Begin

   Get the coordinates of the beginning and end points

   If the option to fill is chosen
       Draw the filled rectangle
   Else
       Draw the outline of the rectangle
   End if

End
Table 8. Function DrawEllipse

<table>
<thead>
<tr>
<th>4. Function Name</th>
<th>drawEllipse</th>
</tr>
</thead>
<tbody>
<tr>
<td>Member Of</td>
<td>DrawingPanel</td>
</tr>
<tr>
<td>Purpose</td>
<td>To draw the final ellipse to the image displayed</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Draws image to saving image</td>
</tr>
</tbody>
</table>

Procedure drawEllipse

Begin

    Get the coordinates of the beginning and end points

    If the option to fill is chosen

        Draw the filled ellipse

    Else

        Draw the outline of the ellipse

End if

End
## Table 9. Function SaveImg

<table>
<thead>
<tr>
<th>5. Function Name</th>
<th>saveImg</th>
</tr>
</thead>
<tbody>
<tr>
<td>Member Of</td>
<td>DrawingPanel</td>
</tr>
<tr>
<td>Purpose</td>
<td>To save the image to a file</td>
</tr>
<tr>
<td>Sub Items</td>
<td>Converts the graphics image to GIF format</td>
</tr>
<tr>
<td>Note</td>
<td>Code for the GifEncoder was downloaded from acme.com/java and is Copyright (C)1996,1998 by Jef Poskanzer <a href="mailto:jef@acme.com">jef@acme.com</a>.</td>
</tr>
</tbody>
</table>

Procedure `saveImg`

Begin

   Initialize the file to write to

   Convert the image to GIF format

   Save to file

End
CHAPTER THREE
SOFTWARE QUALITY ASSURANCE

3.1 Unit Test Plan

In order to test the various units of the DrawingPanel, each type of shape will be individually tested. In addition, various color choices will be made to ensure that the colors are correctly drawn. The drawing of highlighting in various widths will, also, be tested.

<table>
<thead>
<tr>
<th>Test Name/Number</th>
<th>Test Objective</th>
<th>Test Description</th>
<th>Test Conditions</th>
<th>Expected Results</th>
<th>Actual Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Draw a line</td>
<td>Observe whether line is correctly drawn</td>
<td>Click in area, drag mouse, release button</td>
<td>Draws a line of chosen color from initial point to end point</td>
<td>Correctly drew line from beginning point to end point, using color choice red</td>
</tr>
<tr>
<td>2</td>
<td>Draw a Rectangle</td>
<td>Observe whether rectangle is correctly</td>
<td>Change color choice to another color</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>drawn</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

24
Test Description: Click in area, drag mouse, release button

Test Conditions: Change color choice to another color

Expected Results: Draws a rectangle of chosen color from initial point to end point

Actual Results: Correctly drew rectangle from beginning point to end point, using color choice blue

---

Test Name/Number: 3 - Draw an ellipse

Test Objective: Observe whether ellipse is correctly drawn

Test Description: Click in area, drag mouse, release button

Test Conditions: Change color choice to another color

Expected Results: Draws an ellipse of chosen color from initial point to end point

Actual Results: Correctly drew ellipse from beginning point to end point, using color choice green

---

Test Name/Number: 4, 5, 6, 7 - Highlighting
Test Objective
Observe whether highlighting lines are
correctly drawn

Test Description
Click in area, drag mouse, release
button

Test Conditions
Test using each choice of line size

Expected Results
Correctly draws each size highlighting
line from initial point to end point

Actual Results
Correctly drew lines from beginning
point to end point, testing each of the
four sizes

3.2 Integration Test Plan

The integration of the various shapes available
combined with the option to fill the shape creates
possibility of even more test cases. In addition, the
drawing of multiple images, overlapping will be tested.

Test Name/Number
8 - Test the changing of the choice
values

Test Objective
Observe whether choice of shape is
automatically changed when option to
highlight is chosen

Test Description
Choose to draw an ellipse, then click
the highlight checkbox

Test Conditions

Ellipse is chosen first, then highlighting

Expected Results

Automatically changes the shape choice to "Lines"

Actual Results

Correctly changes the shape choice from "Ellipse" to "Lines"

Test Name/Number

9 and 10 - Draw filled shapes

Test Objective

Observe whether filled shapes are correctly drawn

Test Description

Click in area, drag mouse, release button

Test Conditions

Test using each choice of shape and two different colors

Expected Results

Draws a filled rectangle and ellipse

Actual Results

Correctly drew a filled rectangle and a filled ellipse from beginning point to end point, using color choices red and green

Test Name/Number

11 - Draw overlapping graphics

Test Objective

Observe whether various shapes are
Test Description

Click in area, drag mouse, release button. Change shape and color, repeat process while overlapping the previous image.

Test Conditions

Test with all choices of shape as well as highlighting

Expected Results

Draws the various images overlapped

Actual Results

Correctly drew all the shapes from beginning point to end point overlapping, using various colors

3.3 System Test Plan

In order to test the entire system, the first thing to test is the ability of the system to correctly draw all of the various shapes in use, and then clear the screen. Then, an important element to test is the efficiency of saving the graphics to a file in the GIF format. Since the system will prospectively be used with both the Internet Explorer and the Netscape Navigator, the system will be tested with both browsers.
<table>
<thead>
<tr>
<th>Test Name/Number</th>
<th>12 - Test the clear button</th>
</tr>
</thead>
<tbody>
<tr>
<td>Test Objective</td>
<td>Observe whether screen is correctly cleared after various graphics are drawn</td>
</tr>
<tr>
<td>Test Description</td>
<td>Click the clear button.</td>
</tr>
<tr>
<td>Test Conditions</td>
<td>Draw various shapes before clearing.</td>
</tr>
<tr>
<td>Expected Results</td>
<td>Draws the shapes. Then, when clear button is pressed, clears the screen of all of the previously drawn graphics.</td>
</tr>
<tr>
<td>Actual Results</td>
<td>Correctly drew all of the shapes and erased the entire image when chosen to clear.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Test Name/Number</th>
<th>13 - Save image in GIF format</th>
</tr>
</thead>
<tbody>
<tr>
<td>Test Objective</td>
<td>Observe whether image is correctly saved</td>
</tr>
<tr>
<td>Test Description</td>
<td>Click the save button</td>
</tr>
<tr>
<td>Test Conditions</td>
<td>Draw various shapes before saving.</td>
</tr>
<tr>
<td></td>
<td>After saving, open file in browser to test if it is viewable.</td>
</tr>
<tr>
<td>Expected Results</td>
<td>Image is correctly saved and displayed.</td>
</tr>
<tr>
<td>Actual Results</td>
<td>Correctly saved and displayed the image.</td>
</tr>
</tbody>
</table>
Location: /pool/www/public/csci/atimmons/project/WWG.tar


Compiler: JDK1.3 or higher

Library: JDK1.3 Packages

Operating System: Linux Kernel v2.0.27

Decompress file:

1. Place the file in the desired directory.

2. Create a directory called "WWG".

3. Change to the new directory.

4. Type "tar -xvf WWG.tar".

Running the executable:

1. Change to the WWG directory created in decompression.

2. Type "java WWG".
Create and begin a presentation using PWW with the WWG features.

To draw a shape:

1. Choose the desired shape ("Rectangles" or "Ellipses") from the "Shape:" drop-down menu.
2. Choose the desired color from the "Color:" drop-down menu.
3. If desired, choose the fill option by clicking the checkbox next to "Fill".
4. Click the mouse where you would like the beginning point of the shape.
5. Drag the mouse until you reach the desired size of shape.
6. Release the mouse button.

To draw a line:

1. Choose "Lines" from the "Shape:" drop-down menu.
2. Choose the desired color from the "Color:" menu.
3. Click the mouse where you would like the beginning point of the line.
4. Drag the mouse until you reach the desired length of the line.

5. Release the mouse button.

To highlight:

1. Choose to highlight by clicking the checkbox next to "Highlight". The shape is automatically changed to "Lines" and the color is changed to "Yellow".

2. If desired, change to a different color from the "Color:" drop-down menu.

3. Click the mouse where you would like the beginning point of the line.

4. Drag the mouse until you reach the desired length of the line. (When highlighting, lines are only drawn horizontally.)

5. Release the mouse button.

To clear the screen:

Click on the "Clear" button.

To save the image:

Click on the "Save" button.
CHAPTER SIX

CONCLUSION

With the World Wide Graphics and the Presentations World Wide systems, the instructor will no longer be limited by the standard methods of presenting material to a group of students. Instead of using chalkboards that can be messy, whiteboards that require special markers, or projector screens that are not always visible to the entire class, WWG allows the instructor to highlight text, point to certain areas via lines, or draw shapes for emphasis.

Although there are other presentation software products available, they are not commonly used by educational institutions. Reasons for the lack of use vary among the different software. Often times, the product uses technology that is not easily available or installed without difficulty. Other times, the software does not provide an intuitive interface and requires extensive training before use.

In comparison, World Wide Graphics is comprised of an intuitive and easy to understand graphics interface. The majority of input to this system is made via a mouse. A major advantage of using WWG, is the expected cost of such
a system. It is feasible that WWG is provided for a one-time fee, rather than per person or per minute fee. For this reason, it is highly feasible that an educational institution could employ WWG.

It should be stated that the image saved and posted to the browser using WWG is opaque. That is, any image included in the HTML page may obscure the drawn graphics. In the future, it would be ideal if the image was saved as semi-transparent. Then, the drawing could be placed on a layer above the HTML page allowing both the drawing saved by the presenter and any graphics included in the HTML page to be viewable by the student. It would also be beneficial to the presenter if the system provided a method for including text on the graphics. Nonetheless, this product is useful for instructors of all levels of computer knowledge, as well as various fields of study.
APPENDIX A: 
SOURCE CODE OF THE WORLD
WIDE GRAPHICS SYSTEM
public class DrawingPanel extends JPanel{
    private Shape shape;
    private Shape rbLine, rbRect, rbEllipse;
    private Color color;
    private Color transColor;
    int trans = 80;
    private boolean fill;
    private boolean highlight;
    private boolean saving;
    private boolean firstentered = true;
    private boolean exited = false;
    private int lineSize = 1;
    private String filePath, filePath2, dirPath;
    JTabbedPane jtab;
    Image Im;
    BufferedImage BI;
    Graphics g;
    Graphics ImG;
    boolean drawing;

    String drawCmds;
    String tempCmd;

    public DrawingPanel() {
        /* File: DrawingPanel.java */
        /* This class defines the shapes used and the images */
        /* used for display and saving. It also handles the */
        /* drawing of the images when the mouse is released */
        import java.awt.*;
        import java.awt.geom.*;
        import java.awt.image.*;
        import java.awt.Canvas;
        import java.io.*;
        import javax.swing.*;
        import com.sun.image.codec.jpeg.*;
        import java.awt.event.MouseEvent;
        import Shape;
        import ShapeRectangle;
        import ShapeEllipse;
        import ShapeLine;
    }
}
g = getGraphics();

setBackground(Color.white);
this.setBackground(Color.white);

rbLine = new ShapeLine (this);
rbRect = new ShapeRectangle(this);
rbEllipse = new ShapeEllipse (this);

setColor(Color.black);
setBackground(new Color(255,255,255,255));

setShape(rbLine);
setLine(1);

drawCmds = new String("");
tempCmd = new String("");

addMouseListener(new java.awt.event.MouseListener()
{
    public void mouseMoved(java.awt.event.MouseEvent e){}
    public void mouseEntered(java.awt.event.MouseEvent e){
        if (firstentered & drawing)
            createbuff();

        firstentered = false;
    }

    public void mouseExited (java.awt.event.MouseEvent e){}
    public void mousePressed (java.awt.event.MouseEvent e)
    {
        g = getGraphics();
        g.setColor(color);

        setColor(color);

        ImG.setColor(color);

        shape.anchor(new Point(e.getX(),e.getY()));
    }
});
public void mouseReleased(java.awt.event.MouseEvent e) {
    ImG = Im.getGraphics();
    ImG.setColor(color);
    shape.end(new Point(e.getX(), e.getY()), transColor);
    Shape rb = getShape();
    if(rb == rbLine) drawLine(rb, g, ImG);
    else if(rb == rbRect) drawRectangle(rb, g, ImG);
    else if(rb == rbEllipse) drawEllipse(rb, g, ImG);
}
public void mouseClicked(java.awt.event.MouseEvent e) {
} // MouseListener

addMouseMotionListener(new java.awt.event.MouseMotionListener() {
    public void mouseMoved(java.awt.event.MouseEvent e) {} public void mouseDragged(java.awt.event.MouseEvent e) {
    shape.stretch(new Point(e.getX(), e.getY()), transColor);
    }
}); // MouseMotionListener

setOpaque(false);

ầ/cons

******************************************************************************
Function: createbuff is responsible for creating the image needed in order to save the graphics drawn
Note: a separate off-screen Image, Im, and Graphics, ImG, associated with that image was required in order to save the drawings to a gif.
******************************************************************************
public void createbuff()
{
    drawing = true;
    Im = createImage(800,600);
    ImG = Im.getGraphics();
} // createbuff (image)

/**************************************************************************
 Function: setImagePath is called by the parent component
 in order to set the path in which to save the image.
***************************************************************************/

public void setImagePath(String fName)
{
    dirPath = fName;
    filePath = fName + "myImg.jpg";
    filePath2 = fName + "myImg.gif";
} //setImagePath

public void redraw()
{
    if (drawing)
    {
        Image oldImage, newImage;
        ImageProducer filtered;

        oldImage = java.awt.Toolkit.
            getDefaultToolkit().getImage(filePath2);
        filtered = new FilteredImageSource
            (oldImage.getSource(),
            new TransFilter());

        newImage = createImage(filtered);

        g.drawImage(newImage, 0,0,this);
        String newPath = dirPath +"newImg.gif";

        try{
            File filen = new File(newPath);
            FileOutputStream outn = new
                FileOutputStream(filen);
            GifEncoder encode2 = new
GifEncoder(newImage, outn);
encode2.encode();
} catch(Exception e3)
{
    System.out.println
        ("ERROR********saving newImage");
} clear();
} //redraw

/**********************************************************
Function: setShape sets the shape that is chosen, either a
    line, rectangle or ellipse.
**********************************************************/
public void setShape(Shape shape) {
    this.shape = shape;
}

public Shape getShape() {
    return shape;
}

public void drawLines () { setShape(rbLine); }
public void drawRectangles() { setShape(rbRect); }
public void drawEllipses () { setShape(rbEllipse); }

/**********************************************************
Function: setColor sets the color chosen to a semi-
    transparent color by changing the alpha value.
**********************************************************/
public void setColor(Color color) {
    System.out.println("setting transcolor");
    transColor = new Color(color.getRed(),
        color.getGreen(),color.getBlue(), trans);
    this.color = transColor;
}

public Color getColor() {
    return color;
}

public void setFill(boolean b) { fill = b;
System.out.println("Setting fill to: " + b);

public boolean getFill() {
    return fill;
}

public void setHighlight(boolean h) {
    highlight = h;
    rbLine.setHighlight(h);
}

public boolean getHighlight() {
    return highlight;
}

public void setLine(int s) {
    lineSize = s;
    rbLine.setLineSize(s);
}

public void setSave(boolean s) {
    saveImg();
}

/**
 * Note: In order for the graphics to be drawn correctly
 * (including the correct color with the changed alpha value),
 * it was necessary to pass the Graphics for the screen and the
 * Graphics for the saved image to the functions performing the
 * final drawing of a shape.
 */

/**
 * Function: drawLine draws the line using the beginning and
 * end points selected by the mouse input. If the
 * highlighting flag is set to true, then using the
 * stroke function draws the line.
 */

protected void drawLine(Shape rb, Graphics g,
                         Graphics ImageG) {
    Point anchor = rb.getAnchor(), end = rb.getEnd();
    System.out.println("in drawLine");
    System.out.println("get color: " + g.getColor());

    Graphics2D G2 = (Graphics2D)g;
    Graphics2D ImageG2 = (Graphics2D)ImageG;
ImageG2.setStroke(new BasicStroke(lineSize, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER));
G2.setStroke(new BasicStroke(lineSize, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER));

if(highlight) {
    ImageG2.drawLine(anchor.x, anchor.y, end.x, anchor.y);
} else {
    ImageG.drawLine(anchor.x, anchor.y, end.x, end.y);
}

/**************************************************************************
 Function: drawRectangle draws the rectangle using the mouse input points set as the beginning and end points. It checks if the fill flag is set to determine if the shape drawn is a filled rectangle or an outline.
**************************************************************************/

protected void drawRectangle(Shape rb, Graphics g, Graphics ImageG) {
    Rectangle r = rb.bounds();
    System.out.println("In rect, fill = " + getFill());
    if(fill) {
        g.fillRect(r.x, r.y, r.width, r.height);
        ImageG.fillRect(r.x, r.y, r.width, r.height);
        System.out.println("Filled rect ?? ");
    } else {
        System.out.println("In not filled");
        g.drawRect(r.x, r.y, r.width, r.height);
        ImageG.drawRect(r.x, r.y, r.width, r.height);
    }
}
protected void drawEllipse(Shape rb, Graphics g, Graphics ImageG) {
    System.out.println("Entered Drawing Ellipses");
    Rectangle r = rb.bounds();
    Graphics2D g2d = (Graphics2D)g;
    g2d.setColor(g.getColor());
    System.out.println("set color-g2D: "+
        g2d.getColor());
    System.out.println("color alpha: "+
        g2d.getColor().getAlpha());

    Ellipse2D.Double E2 = new Ellipse2D.Double(r.x, r.y, r.width, r.height);

    if(fill)
    {
        g2d.fill(E2);
        ImageG.fillArc(r.x, r.y, r.width, r.height, 0, 360);
    }
    else
    {
        g.drawArc(r.x, r.y, r.width, r.height, 0, 360);
        ImageG.drawArc(r.x, r.y, r.width, r.height, 0, 360);
    }
}

protected void clear()
{
    if(drawing)
    {
        Image blank = createImage(1,1);
        g = getGraphics();
        g.drawImage(blank, 0, 0, this);
    }

    makeBlankImg();
    System.out.println("already 'cleared'");
}
protected void makeBlankImg()
{
    System.out.println("in make blank image");
    try
    {
        if (drawing)
        {   
            ImG.clearRect(0,0,this.getSize().width,
                        this.getSize().height);
        }
        Image blank = createImage(1,1);
        File fileBlank = new File(dirPath+"myImg.gif");
        FileOutputStream outBlank = new
               FileOutputStream(fileBlank);
        GifEncoder encode = new GifEncoder(blank, outBlank,
        true);
        encode.encode();
    }
    catch(Exception ee)
    {
        System.out.println("Exception in makeBlankImg: "+
                   ee);
    }
}

/*************************************************************/
// Function: saveImg saves the images drawn to a file named 
// "myImg.gif" in the path provided. It uses the 
// GifEncoder provided by acme.com to save the image in 
// the gif format.
/*************************************************************/

protected void saveImg()
{
    System.out.println("Entered saving");

    try{

        if (Im == null){
            throw new Exception("Im = null");
        }
        try{

            File file2 = new File(filePath2);
            FileOutputStream out2 = new FileOutputStream(file2);
}
resized.drawImage(Im, 0,0,810,560, this);
GifEncoder encode = new GifEncoder(Im, out2);
encode.encode();
}
catch(Exception e3){
  System.err.println("Error saving to file");
e3.printStackTrace();
}
catch(Exception what)
{
  System.err.println("trying to save error");
  what.printStackTrace();
}
System.out.println("finished saving to "+
  filePath2);
}
static class TransFilter extends RGBImageFilter
{
  public TransFilter()
  {
    canFilterIndexedColorModel = true;
  }

  public int filterRGB(int x, int y, int rgb)
  {
    int alpha, r, g, b;

    alpha = (rgb >> 24);
    r = (rgb >> 16);
    g = (rgb >> 8);
    b = (rgb >> 0);

    return alpha | r | g | b;
  }
} // class TransFilter
class ChoicePanel extends JPanel {
    private DrawingPanel drawingPanel;
    private Color color;
    private Checkbox fillCheckbox = new Checkbox("Fill");
    private Checkbox highlightCheckbox = new Checkbox("Highlight");
    public JButton saveButton = new JButton("Post Image");
    public JButton clearButton = new JButton("Clear Image");
    Choice geometricChoice = new Choice();
    Choice colorChoice = new Choice();
    Choice lineChoice = new Choice();

    private JPanel Example;
    private int lineSIZE, trans;
    private boolean HIGHLIGHT, FILL;
    String SHAPE = "";
    Graphics EXG;
    Graphics EX;
    Rectangle Rect;
Line2D.Double Line2;

public ChoicePanel(DrawingPanel drawingPanel) {
    JPanel choicePanel = new JPanel();
    Example = new JPanel();

    lineSIZE = 1;
    trans = 80;
    makeTrans(Color.black);
    HIGHLIGHT = FILL = false;
    SHAPE = "Line";

    Example.setBorder (BorderFactory.
        createLoweredBevelBorder());

    this.drawingPanel = drawingPanel;
    EXG = Example.getGraphics();
    EX = P.getGraphics();

    Example.setBackground(Color.white);
    geometricChoice.addItem("Lines");
    geometricChoice.addItem("Rectangles");
    geometricChoice.addItem("Ellipses");

    colorChoice.addItem("Black");
    colorChoice.addItem("Red");
    colorChoice.addItem("Blue");
    colorChoice.addItem("Green");
    colorChoice.addItem("Yellow");

    lineChoice.addItem("X-Thin");
    lineChoice.addItem("Thin");
    lineChoice.addItem("Medium");
    lineChoice.addItem("Thick");
    lineChoice.addItem("X-Thick");

    saveButton.addActionListener(new java.awt.event.
        ActionListener() {
        public void actionPerformed (ActionEvent e) {
            callSave(true);
        }
    });
clearButton.addActionListener(new java.awt.event.ActionListener()
{  
    public void actionPerformed (ActionEvent e)  
    {  
        callClear(true);  
    }  
});

choicePanel.setLayout(new GridLayout(5,0));  
choicePanel.add(new Label('Shape:'));
choicePanel.add(geometricChoice);
choicePanel.add(new Label('Color:'));
choicePanel.add(colorChoice);
choicePanel.add(fillCheckbox);

choicePanel.add(highlightCheckbox);
choicePanel.add(new Label('Line Size:'));
choicePanel.add(lineChoice);
choicePanel.add(clearButton);
choicePanel.add(saveButton);

setLayout(new GridLayout(2,1));  
add(choicePanel);  
add(Example);

Example.setVisible(true);

System.out.println("String of checkbox: " + highlightCheckbox.toString());

public void drawExample()
{
    EX = Example.getGraphics();  

    EX.setColor(color);
    System.out.println("SHAPE: " + SHAPE);
    if (SHAPE.equals("Line"))  
    {
        Graphics2D g2d = (Graphics2D)EX;
        Line2D.Double L2;
if (HIGHLIGHT)
{
    L2 = new Line2D.Double(10, 75, 175, 75);
}
else
{
    L2 = new Line2D.Double(12, 123, 173, 13);
}
g2d.setStroke(new BasicStroke(lineSIZE, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER));
g2d.draw(L2);
}
else if (SHAPE.equals("Rect"))
{
    if (FILL)
    {
        EX.fillRect(10, 10, 165, 115);
    } else
    {
        EX.drawRect(10, 10, 165, 115);
    }
}
else if (SHAPE.equals("Ellipse"))
{
    if (FILL)
    {
        EX.fillArc(10, 10, 165, 115, 0, 360);
    } else
    {
        EX.drawArc(10, 10, 165, 115, 0, 360);
    }
}

public void clearExample()
{
    EX = Example.getGraphics();
    EX.setColor(Color.white);
    EX.fillRect(2, 2, 180, 180);
}

public void makeTrans(Color CLR)
{
    Color T = new Color(CLR.getRed(), CLR.getGreen(),
                        CLR.getBlue(),
                        trans);
color = T;
System.out.println("In make Trans, color alpha: " +
color.getAlpha());
}

.insertBefore
Functions: callSave and callClear call the appropriate
function in its drawingPanel.

sendMessage
public void callSave(boolean b)
{
    drawingPanel.setSave(true);
}

sendMessage
public void callClear(boolean b)
{
    drawingPanel.redraw();
}

sendMessage
Function: action overrides the action function so as
 sendMessage
to call the appropriate functions in the drawing
panels, such as setting the color, shape, or flags.

sendMessage
public boolean action(Event event, Object what) {
    if(event.target instanceof Checkbox) {
        // if highlight box is checked, then set
        // geometric choice to lines

drawingPanel.setHighlight
(highlightCheckbox.getState());
drawingPanel.setFill(fillCheckbox.getState());

    HIGHLIGHT = highlightCheckbox.getState();
    FILL = fillCheckbox.getState();

    if (highlightCheckbox.getState()) {
        geometricChoice.select(0);
        colorChoice.select(4);
        lineChoice.select(2);
        drawingPanel.setColor(Color.yellow);
    }
drawingPanel.setHighlight(highlightCheckbox.getState());
drawingPanel.setLine(15);
drawingPanel.drawLine();
System.out.println("Finished drawing high");
makeTrans(Color.yellow);
lineSIZE = 15;
SHAPE = "Line";
}
else if(highlightCheckbox.getState() == false)
{
    System.out.println("Unselected highlighting");
    highlightCheckbox.setState(false);
drawingPanel.setHighlight(false);
drawingPanel.setCursor(new Cursor(Cursor.DEFAULT_CURSOR));
}
else if(event.target instanceof Button)
{
    saveButton.addActionListener(new java.awt.event.ActionListener()
    {
        public void actionPerformed(ActionEvent e)
        {
            drawingPanel.setSave(true);
        }
    });
clearButton.addActionListener(new java.awt.event.ActionListener()
    {
        public void actionPerformed(ActionEvent e)
        {
            callClear(true);
        }
    });
}
else if(event.target instanceof Choice)
{
    drawingPanel.setCursor(new Cursor(Cursor.DEFAULT_CURSOR));

    if (highlightCheckbox.getState())
        drawingPanel.setCursor(new Cursor(Cursor.TEXT_CURSOR));
}
if(((String)what).equals("Lines")) {
    fillCheckbox.setState(false);
    drawingPanel.drawLines();
    SHAPE = "Line";
}
else if(((String)what).equals("Rectangles")) {
    highlightCheckbox.setState(false);
    System.out.println("Rectangles");
    drawingPanel.setHighlight(false);
    drawingPanel.drawRectangles();
    SHAPE = "Rect";
}
else if(((String)what).equals("Ellipses")) {
    highlightCheckbox.setState(false);
    drawingPanel.setHighlight(false);
    drawingPanel.drawEllipses();
    SHAPE = "Ellipse";
}
else if(((String)what).equals("Black"))
    color = Color.black;
else if(((String)what).equals("Red"))
    color = Color.red;
else if(((String)what).equals("Blue"))
    color = (Color.blue);
else if(((String)what).equals("Green"))
    color = (Color.green);
else if(((String)what).equals("Yellow"))
    color = (Color.yellow);
else if(((String)what).equals("X-Thin"))
    lineSIZE = (1);
else if(((String)what).equals("Thin"))
    lineSIZE = (10);
else if(((String)what).equals("Medium"))
    lineSIZE = 15;
else if(((String)what).equals("Thick"))
    lineSIZE = (20);
else if(((String)what).equals("X-Thick"))
    lineSIZE = (25);

drawingPanel.setColor(color);
drawingPanel.setLine(lineSIZE);
makeTrans(color);
clearExample();
drawExample();

return true;
}
public Insets insets() { return new Insets(5,0,5,0); }
}
import java.awt.*;
import java.awt.event.*;
import java.awt.Graphics.*;
import javax.swing.*;

abstract public class Shape {
    protected Point anchor = new Point(0,0);
    protected Point stretched = new Point(0,0);
    protected Point last = new Point(0,0);
    protected Point end = new Point(0,0);

    private Component component;
    private boolean firstStretch = true;
    boolean highlight = false;
    int lineSize = 10;

    abstract public void drawLast(Graphics g);
    abstract public void drawNext(Graphics g);
    abstract public void setHighlight(boolean b);
    abstract public void setLineSize(int s);

    public Shape(Component component) {
        this.component = component;
    }

    public Point getAnchor () { return anchor; }
    public Point getStretched() { return stretched; }
    public Point getLast () { return last; }
    public Point getEnd () { return end; }

    public void anchor(Point p) {
        firstStretch = true;
        anchor.x = p.x;
        anchor.y = p.y;

        stretched.x = last.x = anchor.x;
        stretched.y = last.y = anchor.y;
    }
}
public void stretch(Point p, Color t) {
    last.x = stretched.x;
    last.y = stretched.y;
    stretched.x = p.x;
    stretched.y = p.y;
    Graphics g = component.getGraphics();
    g.setColor(t);
    System.out.println("in stretch, get color: " + g.getColor());

    if(g != null) {
        g.setXORMode(component.getBackground());
        if(firstStretch == true) firstStretch = false;
        else drawLast(g);

        drawNext(g);
    }
}

public void end(Point p, Color t) {
    last.x = end.x = p.x;
    last.y = end.y = p.y;

    Graphics g = component.getGraphics();
    g.setColor(t);
    System.out.println("in end, g.getColor: " + g.getColor());

    if(g != null) {
        g.setXORMode(component.getBackground());
        drawLast(g);
    }
}

public Rectangle bounds() {
    return new Rectangle(stretched.x < anchor.x ?
                          stretched.x : anchor.x,
                          stretched.y < anchor.y ?
                          stretched.y : anchor.y,
                          Math.abs(stretched.x - anchor.x),
                          Math.abs(stretched.y -

55
public Rectangle lastBounds() {
    return new Rectangle(
        last.x < anchor.x ? last.x : anchor.x,
        last.y < anchor.y ? last.y : anchor.y,
        Math.abs(last.x - anchor.x),
        Math.abs(last.y - anchor.y));
}
} // Shape
import java.awt.*;
import java.awt.Component;
import java.awt.Graphics;
import java.awt.Rectangle;

public class ShapeEllipse extends Shape {
    private final int startAngle = 0;
    private final int endAngle = 360;

    public ShapeEllipse(Component component) {
        super(component);
    }
    public void setHighlight(boolean b){}
    public void setLineSize(int s){}
    public void drawLast(Graphics graphics) {
        Rectangle r = lastBounds();
        graphics.drawArc(r.x, r.y, r.width, r.height, startAngle, endAngle);
    }
    public void drawNext(Graphics graphics) {
        Rectangle r = bounds();
        graphics.drawArc(r.x, r.y, r.width, r.height, startAngle, endAngle);
    }
} // Shape Ellipse
import java.awt.*;
import java.awt.geom.*;
import java.awt.Component;
import java.awt.Graphics;
import java.awt.Graphics.*;
import java.lang.Math;

/**
 * A Shape that does lines.
 *
 * @version 1.0, 12/27/95
 * @author David Geary
 * @see Shape
 * @see gjt.test.ShapeTest
 */

public class ShapeLine extends Shape {

    //boolean highlight = false;
    //int lineSize = 10;

    public ShapeLine(Component component) {
        super(component);
    }

    public void setHighlight(boolean b) {highlight = b;}

    public void setLineSize(int s) {lineSize = s;}

    public void drawLast(Graphics graphics) {
        System.out.println("In Line drawLast, highlight= " + highlight);
        System.out.println("set color: " + graphics.getColor());
        System.out.println("color alpha: " + graphics.getColor().getAlpha());
    }
}
Graphics2D g2d = (Graphics2D) graphics;
g2d.setColor(graphics.getColor());
System.out.println("set color-g2D: "+
g2d.getColor());
System.out.println("color alpha: "+
g2d.getColor().getAlpha());

if(highlight) {
    Line2D.Double L2 = new Line2D.Double(anchor.x, anchor.y, stretched.x, anchor.y);
    g2d.setStroke(new BasicStroke(lineSize, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER));
    g2d.draw(L2);
}
else {
    Line2D.Double L2 = new Line2D.Double(anchor.x, anchor.y, stretched.x, stretched.y);
    g2d.setStroke(new BasicStroke(lineSize, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER));
    g2d.draw(L2);
}
}

public void drawNext(Graphics graphics) {
    System.out.println("In DrawNext");
    Graphics2D g2d = (Graphics2D) graphics;

    if (highlight) {
        Line2D.Double L2 = new Line2D.Double(anchor.x, anchor.y, stretched.x, anchor.y);
    }
g2d.setStroke(new BasicStroke(lineSize,BasicStroke.CAP_BUTT,
    BasicStroke.JOIN_MITER));
g2d.draw(L2);

else {
   Line2D.Double L2 = new Line2D.Double(anchor.x,
      anchor.y, stretched.x, stretched.y);

g2d.setStroke(new BasicStroke(lineSize,BasicStroke.CAP_BUTT,
    BasicStroke.JOIN_MITER));
g2d.draw(L2);
}
}
/***********************************************
/* File: ShapeRectangle.java defines functions to draw */
/* a rectangle by defining functions declared in its */
/* parent class - Shape.java */
/* Some of the code has been revised and altered */
/* from code out of David Geary’s Mastering the */
/* AWT [3] */
/***********************************************
import java.awt.*;
import java.awt.Component;
import java.awt.Graphics;
import java.awt.Graphics.*;
import java.awt.Rectangle;

public class ShapeRectangle extends Shape
{
    public ShapeRectangle(Component component) {
        super(component);
    }

    public void setHighlight(boolean b){}

    public void setLineSize(int s){}

    public void drawLast(Graphics graphics) {
        Rectangle rect = lastBounds();
        graphics.drawRect(rect.x, rect.y,
                          rect.width, rect.height);
    } // drawLast

    public void drawNext(Graphics graphics) {
        Rectangle rect = bounds();
        graphics.drawRect(rect.x, rect.y,
                           rect.width, rect.height);
    } // drawNext
} // ShapeRectangle
APPENDIX B:

EXAMPLES OF THE WORLD WIDE GRAPHICS

GRAPHICAL INTERFACE
APPENDIX B:

EXAMPLES OF THE WORLD WIDE GRAPHICS

GRAPHICAL INTERFACE
World Wide Graphics Interface
World Wide Graphics Integrated into Presentations World Wide

Choice Panel from WWG
Example of Drawing Several Graphics
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