

Building Programs Using Classes

- Top Down Design
- Problem 1
- An image class
- gplot class revisited
- Top Down Design for Problem 1
- Problem 2

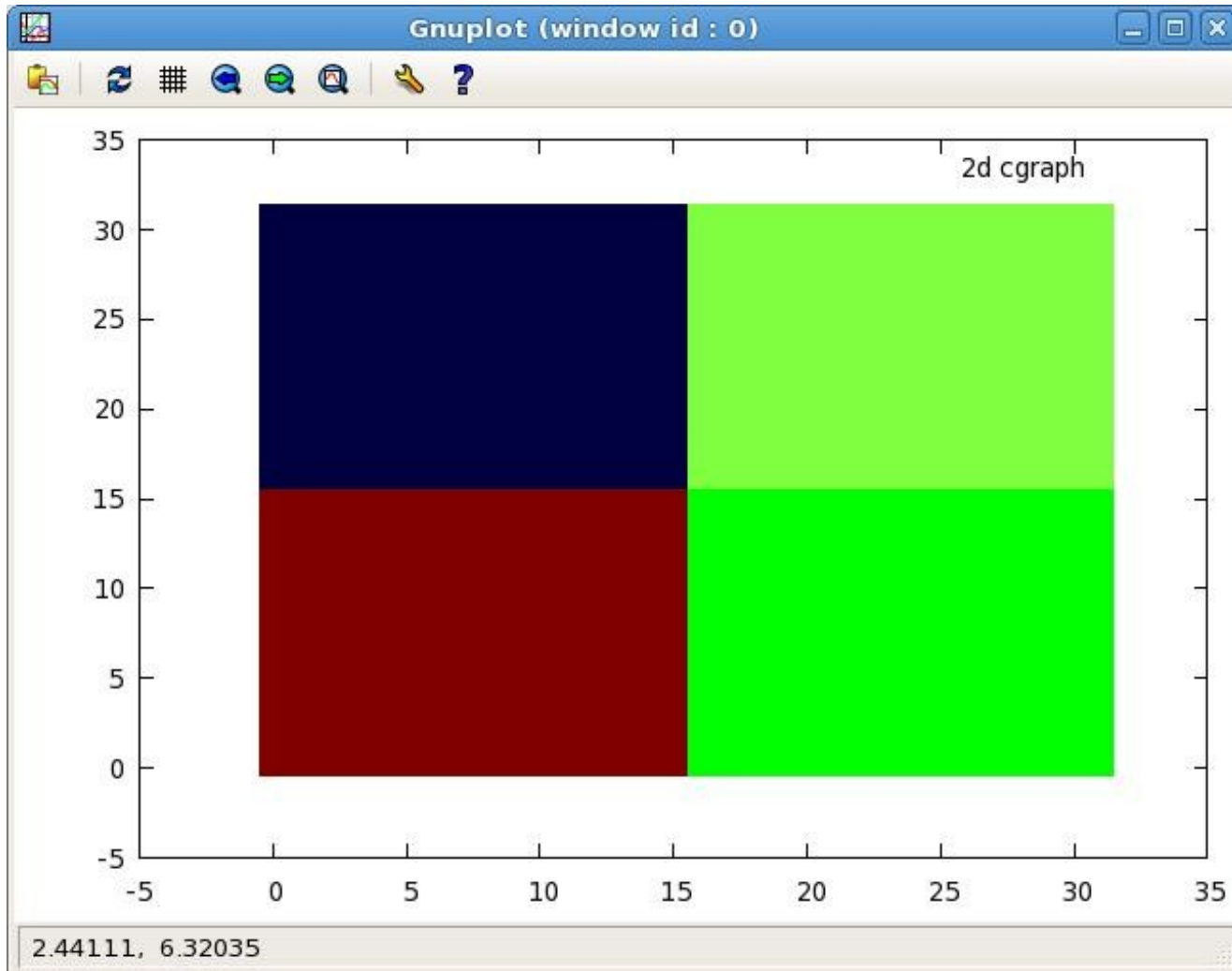
Top Down Design

- A top-down approach is essentially breaking down a system to gain insight into its compositional sub-systems. In a top-down approach an overview of the system is first formulated, specifying but not detailing any first-level subsystems. Each subsystem is then refined in yet greater detail, sometimes in many additional subsystem levels, until the entire specification is reduced to base elements.

The Problem

- Write a program to draw a checkerboard pattern of red, green, and blue blocks with prescribed color values and a block which shows the color that results from combining the red, green, and blue values with their prescribed intensities.
- The program should read in the width and height of the blocks, the red, green, and blue intensities.

The Problem



The Class

- `gimage.h`

- ```
class gimage{
 friend class gplot;
 public:
 int width,height;
```

```
//allocate memory for a width x height image
gimage(int pwidth,int pheight);
```

```
//add/change a pixel with value c to the image at position (x,y) ;
void addpixel(int x, int y, unsigned char c[]);
```

```
//get the value of a pixel c[3] in the image at position (x,y);
void getpixel(int x, int y, unsigned char c[]);
```

```
private:
 unsigned char *image;
};
```

# gplot class revisited

- `gplot.h`
- `/*Display picture store in image */  
void rgbimage(gimage image);`
- Image contains height and width, but these are private so gplot must be a friend class.

# Exercise

- Design a program to draw 2d array of checkerboard patterns of red, green, and blue blocks with prescribed color values and a block which shows the color that results from combining the red, green, and blue values with their prescribed intensities.
- The program should read in the width and height of the blocks, the red, green, and blue intensities, and the number of horizontal and vertical blocks to be drawn.

# Exercise

