

UHOvalShape

INHERITS FROM	UHShape:View:Responder:Object
DECLARED IN	UHOvalShape.h
AUTHOR	Department of Electrical Engineering University of Houston, Houston, TX 77204 uhoop@uh.edu

CLASS DESCRIPTION

The UHOvalShape is a simple class that draws ovals of various size, color, and orientation to be placed into windows in Interface Builder. The various attributes can be set via the IB inspector.

INSTANCE VARIABLES

<i>Inherited from Object</i>	Class	isa;
<i>Inherited from Responder</i>	id	nextResponder;

Inherited from View

NXRect
NXRect
id superview;
id subviews;
id window;
struct __vFlags

frame;
bounds;

vFlags;

Inherited from UHShape

NXColor
NXColor
int tag
int choice;
BOOL
BOOL
float

lineColor;
fillColor;

isBordered;
isFilled
lineWidth;

METHOD TYPES

Initializing the View Frame Rectangle

- initWithFrame:

Drawing the oval shape

- drawSelf::

Archiving

- read
- write

INSTANCE METHODS

drawSelf::

- **drawSelf:**(const NXRect *)*rects* :(int)*rectCount*

Draws the oval using the various attributes set in the instance variables. The general type of oval drawn (oval or circle) is determined by the instance variable *choice*. See "Symbolic Constants" below for allowable values of *choice*. Returns **self**.

initFrame:

- **initFrame:**(const NXRect *)*frameRect*

Initializes the object, which must be a newly allocated UHOvalShape instance. The View's frame rectangle is made equivalent to that pointed to by *frameRect*. It also initializes the line width, line color, fill color, border, and fill of the oval. Returns **self**.

read:

- **read:**(NXTypedStream *)*stream*

Reads the UHOvalShape from the typed stream *stream*.

write

- **write:**(NXTypedStream *)*stream*

Writes the UHOvalShape to the typed stream *stream*.

SYMBOLIC CONSTANTS

Allowable values of the instance variable *choice*:

UH_OVAL	0
UH_CIRCLE	1