

# UHOvalShape

INHERITS FROM

UHShape:View:Responder:Object

DECLARED IN

UHOvalShape.h

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## 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

*Inherited from Object*

Class

isa;

*Inherited from Responder*

id

nextResponder;

*Inherited from View*

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