

Instructions for creating "Blob" program.

Start Interface Builder

Save as Programming/Blob/blob and create a project file with the File/Project

Select File/New Application

Double click the Classes toolkit in the lower left window

Sub-class View and call it BlobView

Drag a CustomView and two sliders in to the main window

Inspect the CustomView and make it an instance of the BlobView

Add rotate and zoom action methods using the class inspector

Make connections from the sliders to the BlobView

Inspect slider limits to be 0 to 360 for rotate and -.9 to 3 for zoom

Unparse the BlobView

Add blob.psw file to project

Select File/Save

Make additions to BlobView.h BlobView.h

Select File/Make

Run by double clicking the blob.debug icon

Changes to BlobView.h

(additions in Bold)

-----changes to BlobView.h-----

```
/* Generated by Interface Builder */
```

```
#import <appkit/View.h>
```

```
@interface BlobView:View
```

```
{
```

```
    float rot, mag;
```

```
}
```

```
- rotate:sender;
```

```
- zoom:sender;
```

```
@end
```

-----changes to BlobView.h-----

```

/* Generated by Interface Builder */

#import "BlobView.h"
#import <dpsclient/wraps.h>
#import <appkit/Control.h>
#import "blob.h"

@implementation BlobView

- rotate:sender
{
    rot = [sender floatValue];
    [self display];
    return self;
}

- zoom:sender
{
    mag = [sender floatValue];
    [self display];
    return self;
}

- drawSelf:(NXRect*)r :(int)c
{
    NXEraseRect (&bounds);
    PStranslate(bounds.size.width/2.0, bounds.size.height/2.0);
    PSscale(mag+1.0, mag+1.0);
    PSrotate(rot);
    PSsetgray(NX_BLACK);
    drawBlob(100.0, 5.0);
    return self;
}

@end

```

-----content of blob.psw-----

```

definesps drawBlob(float size, lineWidth)
    lineWidth setlinewidth
    newpath
        0 0 moveto
        size 0 lineto
        size size lineto
        0 size lineto
        0 0 lineto

```

```
    size size rlineto
    0 size moveto
    size 0 lineto
stroke
endps
```