This document describes the application programmer interface (API) for the stddraw library. An API describes the set of functions and other resources that are available in a given library. This library was ported from Java to Python by Pine Wu.

The functions in this library will be available for use in your programs if you include the line

```python
from stddraw import *
```

in your `.py` file, (just below the header comments) and if you have placed the file `stddraw.py` in the appropriate `site-packages` folder on your computer. The instructions for tracking down the `site-packages` folder are specified in problem set 1.

In order to use the functions in the stddraw library, in your program, you’ll first need to create a `Picture`. For example:

```python
myPicture = Picture()
```

This binds the variable `myPicture` to a 2-dimensional canvas on which shapes can be drawn. The default size of the canvas is 512 × 512 pixels. The canvas is layed out as a 2-dimensional xy-plane, a unit square of size 1.0 × 1.0 with (x, y) = (0.0, 0.0) referring the lower left corner, (x, y) = (.5, .5) referring the middle of the canvas and (x, y) = (1.0, 1.0) referring the upper right corner.

The system allows you to create widgets of various sorts, buttons, labels, text fields, lines and shapes of various sorts. These can all be drawn on the canvas. For example, if you wish to draw a square, you can use the `square` function:

```python
myPicture = Picture()
myPicture.square(.5, .5, .1)
myPicture.start()
```

It is important to note that the last line, the statement:

```python
myPicture.start()
```

at the end of your program, is required to activate the picture.
Types

In the remainder of this document we will use *types* to specify the inputs and outputs to the various functions in stddraw.py. We will use Python’s built-in types *int*, *float* and *string*. We will use the symbols *handle*, *event* and *color* to refer to the types of handles, events and colors (resp). Handles and events will be described below. We’ll use the symbol *void* to refer to the type of *no value*. Python has built-in types *tuple* and *function*. We’ll be a bit more specific, using the notation *int* *∗* *int* as the type for a 2-tuple (or *pair*) of integers, etc and we’ll use the right arrow → for function types, for example, with *float* *∗* *float* → *void* representing the type of a function that accepts a pair of floating point numbers and returns nothing.

Drawing Functions

The drawing functions generally return a *handle* for whatever widget has been drawn. Subsequent calls referring to the handle may change properties of the widget such as color or location. If you need a special color, use the *makeColor* function in (see Special Functions below). The default color for filled figures is 'Black'.

**line** : *float* *∗* *float* *∗* *float* *∗* *int* → *handle*

The call `line(x0, y0, x1, y1, color='black', penWidth=1)` draws a line of width *penWidth* from *(x0, y0)* to *(x1, y1)*, of the specified color. The default color is black, and the default *penWidth* is 1. The following invocations would all work

```
myPicture.line(x0, y0, x1, y1)
myPicture.line(x0, y0, x1, y1, 'Blue', 3)
myPicture.line(x0, y0, x1, y1, color='Blue')
```

**arc** : *float* *∗* *float* *∗* *float* *∗* *int* *∗* *int* → *handle*

The call `arc(x0, y0, halfWidth, halfHeight, startAngle, degree)` draws an arc from *startAngle* to *startAngle* + *degree* out of an oval centered at *(x0, y0)* of halfWidth and halfHeight. If *startAngle* is 0, it means the direction is upward.

```
filledArc : *float* *∗* *float* *∗* *float* *∗* *int* *∗* *int* *∗* *color* → *handle*
```

The call `filledArc(x0, y0, halfWidth, halfHeight, startAngle, degree, color)` draws the same figure as arc does, except the arc has a color.

**oval** : *float* *∗* *float* *∗* *float* *∗* → *handle*

The call `oval(x0, y0, halfWidth, halfHeight)` draws an oval centered at *(x0, y0)*, of halfWidth and halfHeight.
filledOval : float * float * float * float * color → handle

The call filledOval(x0, y0, halfWidth, halfHeight, color) draws the same figure as oval does, except the oval has a color.

circle : float * float * float → handle

The call circle(x0, y0, radius) draws a circle centered at (x0, y0), of radius radius.

filledCircle : float * float * float * float * color → handle

The call filledCircle(x0, y0, radius, color) draws the same figure as circle does, except the circle has a color.

rectangle : float * float * float * float → handle

The call rectangle(x0, y0, halfWidth, halfHeight) draws a rectangle centered at (x0, y0), of halfWidth and halfHeight.

filledRectangle : float * float * float * float * color → handle

The call filledRectangle(x0, y0, halfWidth, halfHeight, color) draws the same figure as rectangle does, except it has a color.

square : float * float * float → handle

The call square(x0, y0, radius) draws a square centered at (x0, y0), of radius that is half of its side’s length.

filledSquare : float * float * float * color → handle

The call filledSquare(x0, y0, square, color) draws the same figure as square does, except it has a color.

polygon : float list * float list → handle

The call polygon(xList, yList) draws a polygon defined by the points (xList[0], yList[0]), (xList[1], yList[1])... (xList[n], yList[n]).

filledPolygon : float list * float list * color → handle

The call filledPolygon(xList, yList) draws the same figure as polygon does, except it has a color.
**text**: `float * float * string * string → handle`

The call `text(x0, y0, message, anchor='sw')` draws `message` starting at `(x0, y0)`, anchored at southwest provide the anchor one of 'n', 's', 'w', 'e', 'nw', 'ne', 'sw' or 'se'. 'ne', For anchors, 'n' means the midpoint of north side overlaps with (x0, y0), 'nw' means the northwest point overlaps with (x0, y0).

**readGif**: `string → image`

The call `readGif(photoFileName)` returns a Tkinter PhotoImage object, which can be used in combination with drawing function `image` below.

**image**: `float * float * image * string → handle`

The call `image(x0, y0, photo, anchor='sw')` renders photo, anchored at (x0, y0) with the provided anchor direction. For example:

```python
picture = Picture()
photo = picture.readGif('myPhoto.gif')
handle = picture.image(x0, y0, photo, anchor='s')
```

### Manipulating Functions

Given a handle of a widget, there are functions that allow for the alteration of properties of the widget. For example,

```python
myPicture = Picture()
mySquare = myPicture.square(.5, .5, .1) # mySquare has the
myPicture.move(mySquare, .1, .1) # move the square
```

`delete/move/configColor/(square......), text has a special config method.`

**move**: `handle * float * float → void`

The call `move(item, x0, y0)` moves `item` to its right by `x0`, and up by `y0`. The values of `x0` and `y0` can be negative.

**delete**: `handle → void`

The call `delete(handle)` deletes the widget with handle `handle`.

**configColor**: `handle * color → void`

The call `configColor(item, color)` changes the color of the widget with handle `handle`. 
configText : handle * string → void
The call configText(item, text) changes the message of a text item.

wait : handle * int*(event → void) → void
The call wait(handle, milliseconds, event=action) waits for milliseconds milliseconds. If an event action is given, it will be performed after that wait.

Events
Most of the widgets can respond to events such as mouse clicks. By “responding” to an event, we mean that a function can be executed when the event occurs.

bind : string *(event → void) → void
A call bind(eventName, responder) The value of eventName should be one of the strings:
- ’⟨Button-1⟩’ means left click,
- ’⟨Button-3⟩’ means right click,
- ’⟨Enter⟩’ means Mouse on Canvas,
- ’⟨Leave⟩’ means mouse leaves Canvas.

Provide responder in the following way:

```python
def responder(event):
    do something
...
myPicture.bind('⟨Button-1⟩', responder)
```

Or as a one-liner:
```python
myPicture.bind('⟨Button-1⟩', lambda event: do something)
```

Special Functions
makeColor : int * int * int → color
In the call makeColor(red, green, blue), red, green and blue should be between 0 and 255.

randomColor : void → color
Returns a random color.

5
setW : int → void
The call setW(w) sets the canvas width to w.

setH : int → void
The call setH(h) sets the canvas width to h.

getW : void → int
The call getW() returns the width of the canvas.

getH : void → int
The call getH() returns the height of the canvas.

clear : void → void
The call clear() clears the canvas.

start : void → void
The call start() activates the picture.