

April 4, 2002

Assignment #1

Due: Thursday April 11, 2002 by class-time

This exercise is the next step in creating your own graphical windowing system. So far you have extended the GraphicsEventSystem class with your own WindowSystem class. In the current assignment you are asked to create your own XWindow class (the name "Window" was already taken by Java – surprise surprise..) Your XWindow class doesn't need to have much functionality just yet, but your solution will need to have the following feature:

- You will need to augment your WindowSystem class so that it has the ability to keep track of a collection of XWindow objects that are currently active. Eventually there will be messaging that happens between individual XWindow objects and the WindowSystem.

We are not going to tell you *how* to best connect a XWindow to a WindowSystem.. There is more than one way to do this For instance, each XWindow could hold a reference to the current WindowSystem, but this doesn't necessarily have to be the case. Think about what makes for the cleanest solution.

Submission: As you did last time, make a directory in the class submission directory with your username (or your usernames, hyphenated together if you are working in a group). The submission directory for this assignment is at:

`/afs/ir/class/cs377a/submit/assn1/`

You can then FTP your files into that directory. Please archive your CodeWarrior project directory (use the DropStuff application on any public cluster macintosh) and submit the archive to us.