Design Document - WorldFileTool

Short description of each Package

…/junit:
      WorldFileToolTest.java   JUnit Tests

…/logic:
      Data.java   Object to save Contents
      KML.java   import/ export KML-file
      WorldFile.java   import/ export WorldFile

…/ui:
      About.java   About Box
      GUI_Swing.java   FrontEnd Swing

…/util:
      RotateImage.java   Rotate Image

Detailed description of the interesting Classes

…/util/RotateImage.java
- rotate_vectors:
    - vecx, vecy   vector with x, y coordinates

    The vectors will be converted with some simple math into an angle which is used to rotate an image.

- rotate_image: Using an angle to rotate an image.

- translate: Rotating increases the image size, so some part of it will be out of bound, therefore a translation is needed to put the whole image into a visible position.

- rotate_translate: Rotate the image and call translate.

…/logic/KML.java
- parse_kml: read a kml and extract the needed parts.
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- write_kml: writes a kml and add some new data

…/logic/Data.java
- calc_new_values: rotating an image increases the image size, thus the coordinates needs to be recalculated.

…/logic/WorldFile.java
- read_worldfile: parse a worldfile and check if the coordinates are in the geographic coordinate system.

- write_wf: writes a worldfile with the new data.