

# Design Document - WorldFileTool

## Short description of each Package

.../junit:

WorldFileToolTest.java	JUnit Tests
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.../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:

RotatelImage.java	Rotate Image
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## Detailed description of the interesting Classes

.../util/RotatelImage.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\_angle:      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.
- 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

- parse\_worldfile:      parse a worldfile and check if the coordinates are in the geographic coordinate system.
- write\_wf:      writes a worldfile with the new data.

