

Window manager program: sample program structure (for CS 241—Data Structures):

```
class Window
```

```
(instance variables)
```

```
int x,y,w,h;    // position & size  
String name;   // for easy reference
```

```
Window (constructor)
```

```
// set instance variables
```

```
boolean hit(...)
```

```
// did a click hit this window?
```

```
String toString()
```

```
// describe this window
```

```
class WindowList
```

```
(instance variables)
```

```
Window[] wlist;    // the windows
```

```
WindowList (constructor)
```

```
// set instance variable
```

```
Window promote(...)
```

```
// given a click, bring a window to front:
```

- loop to find which window (calling hit);
- return null if no hit at all;
- stash the hit window;
- move other (front-more) windows down;
- restore hit window to front & return;

```
String toString()
```

```
// describe this list of windows
```

See next page/other side
for a sketch of the main
WindowManager class