

Window manager program: sample program structure

```
class WindowManager
```

(instance variables)

```
static WindowList wlist;    // the window list  
static int x, y;           // global click co-ordinates
```

```
static void main(...)
```

```
Scanner sc = new Scanner(System.in);  
init();  
intro();
```

```
while(sc.hasNextInt()) {  
    if(getCoords(sc))  
        report(wlist.promote(x,y), wlist);  
}
```

```
outro();
```

*Actual program
code for main—
short & easy-to-read!*

```
static void init()
```

```
// set up a sample list of windows  
• (call new WindowList(...) constructor)
```

```
static boolean getCoords(Scanner sc)
```

```
// get (x,y) co-ordinates from Scanner  
(return success or failure as boolean)
```

```
static void report(Window w, WindowList wl)
```

```
// report click success & updated window status
```

```
static void intro()
```

```
// introduce program, show initial windows, prompt input
```

```
static void outro()
```

```
// print program exit message
```

*All strings are
here, except for
toStrings*