

Sample Task List 3

Systems: Megamek, SweetHome3D, and atunes

- **MegaMek:** is an open source computer game that is an unofficial simulation of the classic tabletop war game *Battle Tech* (2 or more players). It is written entirely in Java with graphics based on the Swing toolkit.

Features:

- Network or hotseat play for two or more players.
- Choice of ground, atmospheric, and space combat.
- Map board selection and editing.

- **SweetHome3D:** is an open source interior design application. It allows a user to draw the floor plan of the house, as well as, to arrange furniture on it. It also provides the user with the ability to visit the results in 3D simultaneously while designing the home in 2D.

Features:

- Print and export PDFs, bitmap, videos in a standard file formats
- Create photorealistic images and videos.
- Customize lights and control sunlight effect according to the time of day and the geographic location.

- **aTunes:** is an open source audio player that supports large playlists with thousands of songs. It supports different formats such as MP3, WAV, WMA, Ogg Vorbis, FLAC, and other formats.

Features:

- Editing tags, organizing music, and ripping audio CDs.
- Searching for a particular artist, album, or genres using a filtering option.

Megamek

ID	Method Signature	Path	Class Name
56	protected double updateAVforAmmo (double current_av, AmmoType atype, WeaponType bayWType, int range, int wld)	megamek\src\megamek\common\weapons\ AmmoBayWeaponHandler.java	AmmoBayWeaponHandler
32	public Victory.Result victory (IGame game, HashMap<String, Object> ctx)	megamek\src\megamek\server\victory\ KillCountVictory.java	KillCountVictory
35	public void deploy (int id, Coords c, int nFacing, int elevation, List<Entity> loadedUnits, boolean assaultDrop)	megamek\src\megamek\client\ Client.java	client
37	private void checkReady ()	\megamek\src\megamek\server\ Server.java	Server
52	public void run (int connId, String[] args)	megamek\src\megamek\server\commands\ KickCommand.java	KickCommand
53	public float getWeightAllocatedArmor ()	megamek\src\megamek\common\verifier\ TestEntity.java	TestEntity
54	protected int calcAttackValue ()	megamek\src\megamek\common\weapons\infantry\ InfantryWeaponHandler.java	InfantryWeaponHandler
57	public boolean correctHeatSinks (StringBuffer buff)	megamek\src\megamek\common\verifier\ TestAero.java	TestAero
58	public void run () // The one that is not a part of another method	megamek\src\megamek\test\ PacketTool.java	PacketTool

SweetHome3D

ID	Method Signature	Path	Class Name
20	public String showSaveDialog (View parentView, String dialogTitle, ContentType contentType, String name)	sweethome3d\src\com\eteks\sweethome3d\applet\ AppletContentManager.java	AppletContentManager
24	private void getAreaPoints (Area area, boolean reversed, List<float [][]> areaPoints, Map<Integer, List<float [][]>> areaHoles)	sweethome3d\src\com\eteks\sweethome3d\j3d\ Room3D.java	Room3D
60	private List<HelpDocument> searchInHelpDocuments (URL helpIndex, String [] searchedWords)	sweethome3d\src\com\eteks\sweethome3d\viewController\ HelpController.java	HelpController
61	private void setLength (Float length, boolean updateEndPoint)	sweethome3d\src\com\eteks\sweethome3d\viewController\ WallController.java	WallController
62	private void setBackFaceNormalFlip (Node node, boolean backFaceNormalFlip)	sweethome3d\src\com\eteks\sweethome3d\j3d\ HomePieceOfFurniture3D.java	HomePieceOfFurniture3D
64	private void updateAdvancedComponents ()	sweethome3d\src\com\eteks\sweethome3d\swing\ VideoPanel.java	VideoPanel

aTunes

ID	Method Signature	Path	Class Name
6	private void arrangeDialog (final JTextArea textArea, final JPanel patternPreviewPanel, final JPanel availablePatternsPanel, final JButton okButton, final JPanel auxPanel)	atunes\atunes\src\main\java\net\sourceforge\atunes\kernel\modules\pattern\ PatternInputDialog.java	PatternInputDialog
10	public JPopupMenu getTreePopupMenu ()	atunes\atunes\src\main\java\net\sourceforge\atunes\kernel\modules\navigator\ DeviceNavigationView.java	DeviceNavigationView
11	private void moveToBottom (final IPlaylist playList, final int[] rows)	atunes\atunes\src\main\java\net\sourceforge\atunes\kernel\modules\playlist\ PlaylistController.java	PlaylistController
13	public int hashCode ()	atunes\atunes\src\main\java\net\sourceforge\atunes\model\ ColumnBean.java	ColumnBean

Megamek

ID	Method Signature	Path	Class Name
38	public final boolean unload (Entity unit)	megamek\src\megamek\common\ BattleArmorHandles.java	BattleArmorHandles
39	public int getEnemyInitialBV (IGame game, IPlayer player)	megamek\src\megamek\server\victory\ AbstractBVVictory.java	AbstractBVVictory
55	protected void setMekHitLocLog ()	megamek\src\megamek\common\preference\ ClientPreferences.java	ClientPreferences

SweetHome3D

ID	Method Signature	Path	Class Name
63	public void add (TexturesCategory category, CatalogTexture texture)	sweethome3d\src\com\eteks\sweethome3d\model\ TexturesCatalog.java	TexturesCatalog