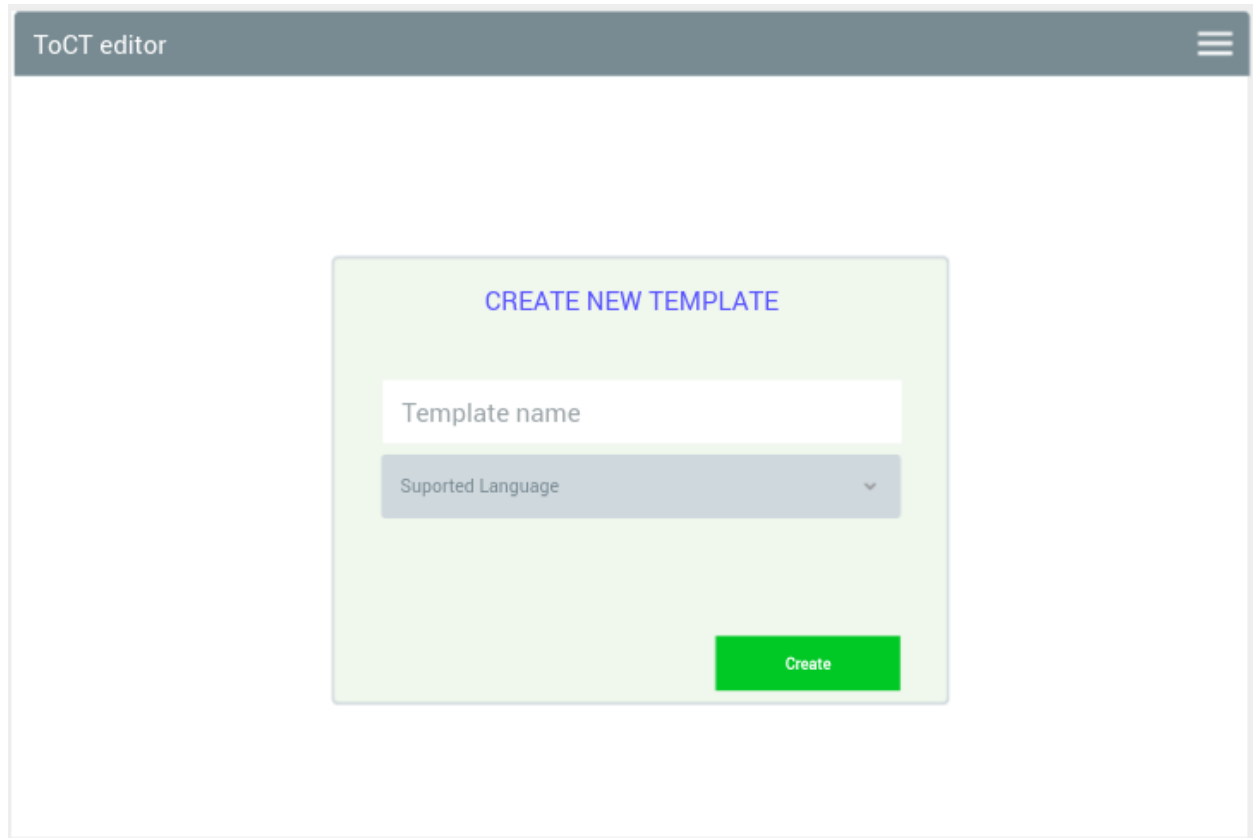


Link to Interactive prototype

<https://www.fluidui.com/editor/live/preview/cF85dkIYM2dDM3ZEOWZPUzFWY1VKMjlQT0VEUkNCQ21Tbg==>

Screen 1: Home



The screenshot shows a web application titled "ToCT editor" in a dark grey header bar. On the right side of the header is a hamburger menu icon. The main content area is white and contains a light green rounded rectangle. Inside this rectangle, the text "CREATE NEW TEMPLATE" is displayed in blue. Below this text is a form with two input fields: a text field labeled "Template name" and a dropdown menu labeled "Supported Language" with a downward arrow. At the bottom right of the green rectangle is a green button with the text "Create".

Interactive components:

1. Textfield-*Template name*
2. Dropdownbox-*Supported language*
3. Button-*Create*



Screen 2: Choose part



Interactive components:

1. Button-*Slot*
2. Button-*Unimorphic word*
3. Button-*Punctuation*
4. Button-*Root*
5. Button-*Polymorphic word*
6. Button-*Concord*
7. Button-*Phrase*
8. Button-*Copula*
9. Button-*Unimorphic-Affix*
10. Button-*Cancel*

Screen 3: Template content

The screenshot displays the 'ToCT editor' interface. At the top, a dark grey header bar contains the text 'ToCT editor' on the left and a hamburger menu icon on the right. The main content area is titled 'TEMPLATE CONTENT' in blue. Below this title, there are two main sections: 'ORDER OF PARTS' and 'PARTS LIST'. The 'ORDER OF PARTS' section contains six dropdown menus arranged in two rows: 'First Part', 'Middle Part 1', 'Middle Part 2' in the first row, and 'Middle Part 3', 'Middle Part 4', 'Last Part' in the second row. A yellow speech bubble icon is positioned over the 'Middle Part 4' dropdown. The 'PARTS LIST' section is located below the first section and contains a list of three items. Each item has a red circle with a white 'X' on the left, the item name in the center, and a blue circle with a white pencil icon on the right. The items are: 'Polymorphic Word' with 'Part name: onke', 'Unimorphic Word' with 'Part name: ngabe', and 'Slot' with 'Part name: c1'. At the bottom of the 'PARTS LIST' section, there are two green buttons: 'Add Part' on the left and 'Generate Template' on the right. A yellow speech bubble icon is positioned over the 'Add Part' button.

ToCT editor

TEMPLATE CONTENT

ORDER OF PARTS

First Part ▼ Middle Part 1 ▼ Middle Part 2 ▼

Middle Part 3 ▼ Middle Part 4 ▼ Last Part ▼

PARTS LIST

×	Polymorphic Word Part name: onke	✎
×	Unimorphic Word Part name: ngabe	✎
×	Slot Part name: c1	✎

Add Part Generate Template

Interactive components:

1. Button-Add Part
2. Button-Generate Template
3. Dropdownbox-First Part
4. Dropdownbox-Middle-Part1
5. Dropdownbox-Middle-Part2
6. Dropdownbox-Middle-Part3
7. Dropdownbox-Middle-Part4
8. Dropdownbox-Last-Part

Design Flow

Create template:

Button-Create

Layout flow

Screen 1: Home -> Screen 2: Choose Part

(1)Create part (Slot):

Button-*Slot* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Slot-Properties -> Screen 2: Choose Part

The screenshot shows the 'ToCT editor' interface. At the top, there's a header bar with the text 'ToCT editor' and a hamburger menu icon. Below the header, there's a grid of buttons for different parts: Slot, Unimorphic Word, Punctuation, Root, Polymorphic Word, Concord, Phrase, Copula, and Unimorphic Affix. The 'Slot' button is highlighted. Below this grid is a 'Part Properties' dialog box. The dialog has a title bar 'Part Properties' and a toggle switch for 'Show turtle syntax' which is turned on. The dialog is divided into two main sections. The left section contains three input fields: 'Part name', 'Has label', and 'Has next part'. The right section contains a text area with the following turtle syntax code:

```
< c1 > a toct:Slot
; toct:hasLabel "C1"^^xsd:string
; toct:hasNextPart < c2 > .
```

 At the bottom of the dialog, there are three buttons: 'Cancel' (red), a yellow speech bubble icon, and 'Add' (green).

(2) Create part (Unimorphic word):

Button-*Unimorphic word* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Unimorphic-Word-Properties -> Screen 2:

Choose Part

ToCT editor

Slot

Unimorphic Word

Punctuation

Root

Polymorphic Word

Concord

Phrase

Copula

Unimorphic Affix

Part Properties

Show turtle syntax ☒

Part name

Has value

Has next part

```
< ngabe > a toct:UnimorphicWord
; toct:hasValue "Ingabe"^^xsd:string
; toct:hasNextPart < onke > .
```

Cancel

Add

(3) Create part (Punctuation):

Button-*Punctuation word* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Punctuation-Properties -> Screen 2: Choose

Part

ToCT editor

Slot

Unimorphic Word

Punctuation

Root

Polymorphic Word

Concord

Phrase

Copula

Unimorphic Affix

Part Properties

Show turtle syntax ☒

Part name

Has value

```
< qmark > a toct:Punctuation  
; toct:hasValue "?"^^xsd:string .
```

Cancel

Add

(4) Create part (Root):

Button-Root -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Root-Properties -> Screen 2: Choose Part

ToCT editor

Slot

Unimorphic Word

Punctuation

Root

Polymorphic Word

Concord

Phrase

Copula

Unimorphic Affix

Part Properties

Show turtle syntax

Part name

Has value

```
< onkeRoot > a toct:Root
; toct:hasValue 'onke'^xsd:string .
```

Cancel

Add

(5) Create part (Polymorphic Word):

Button-*Polymorphic-Word* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Polymorphic-Word-Properties -> Screen 2:

Choose Part

ToCT editor

Slot

Unimorphic Word

Punctuation

Root

Polymorphic Word

Concord

Phrase

Copula

Unimorphic Affix

Part Properties

Show turtle syntax ☒

Part name

Relies on

Has first part

Has last part

Has next part

```
< onke > a toct:PolymorphicWord
; toct:reliesOn < c1 >
; toct:hasFirstPart < bo >
; toct:hasLastPart < onkeRoot >
; toct:hasNextPart < c1 > .
```

Cancel

Add

(6) Create part (Concord):

Button-*Concord* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Concord-Properties -> Screen 2: Choose Part

ToCT editor

Slot

Unimorphic Word

Punctuation

Root

Polymorphic Word

Concord

Phrase

Copula

Unimorphic Affix

Part Properties

Show turtle syntax ☒

Part name

Has label

Has concord type

Has next part

```
< c2Sub > a toct:Concord
; toct:hasLabel 'subjC'^xsd:string
; cao:hasConcordType < subjCConType >
; toct:hasNextPart < c2Slot > .
```

Cancel

Add

(6) Create part (Phrase):

Button-*Phrase* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Phrase-Properties -> Screen 2: Choose Part

ToCT editor

Slot

Unimorphic Word

Punctuation

Root

Polymorphic Word

Concord

Phrase

Copula

Unimorphic Affix

Part Properties

Show turtle syntax ☒

Part name

Has value

Has next part

```
< ingabep > a toct:Phrase
; toct:hasValue "Ingabe noma"^^xsd:string
; toct:hasNextPart < yiphi > .
```

Cancel

Add

(6) Create part (Copula):

Button-*Copula* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Copula-Properties -> Screen 2: Choose Part

ToCT editor

Slot

Unimorphic Word

Punctuation

Root

Polymorphic Word

Concord

Phrase

Copula

Unimorphic Affix

Part Properties

Show turtle syntax ☒

Part name

Has label

Has next part

```
< cop > a toct:Copula
; toct:hasLabel "COP"^^xsd:string
; toct:hasNextPart < c1 > .
```

Cancel

Add

(6) Create part (Unimorphic Affix):

Button-*Unimorphic-Affix* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-UNimorphic-Affix-Properties -> Screen 2: Choose Part

ToCT editor

Slot

Unimorphic Word

Punctuation

Root

Polymorphic Word

Concord

Phrase

Copula

Unimorphic Affix

Part Properties

Show turtle syntax

Part name

Has value

```
< phi > a toct:UnimorphicAffix
; toct:hasValue "phi"^^xsd:string .
```

Cancel

Add