Link to Interactive prototype

Screen 1: Home

ToCT editor ☰

CREATE NEW TEMPLATE

Template name

Suported Language ⌄

Create

Interactive components:

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

Screen 2: Choose part

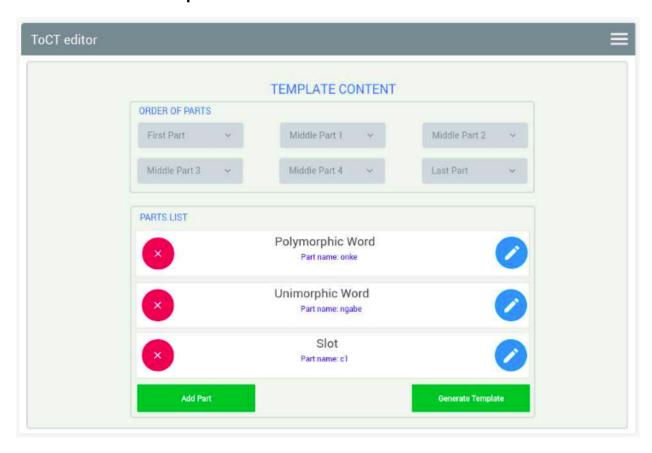|		
ToCT editor		☰
Slot	Unimorphic Word	Punctuation
Root	Polymorphic Word	Concord
Phrase	Copula	Unimorphic Affix

Cancel

Interactive components:

1. Button-*Slot*
2. Button-*Unimophic 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

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

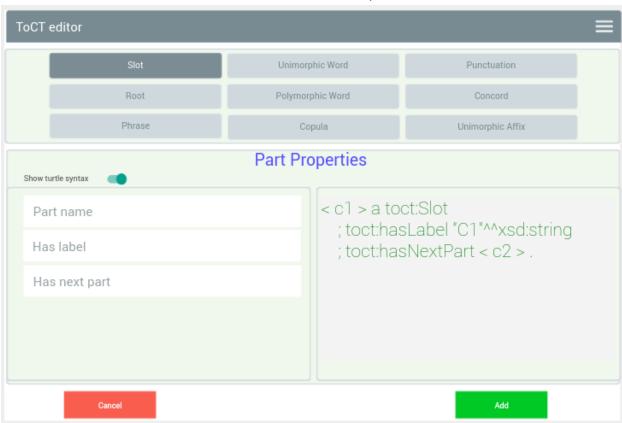## Create template:

Button-Create

Layout flow

Screen 1: Home -> Screen 2: Choose Part

(1)Create part (Slot):

Button-*Slot* -> Button-Add

Layout flow

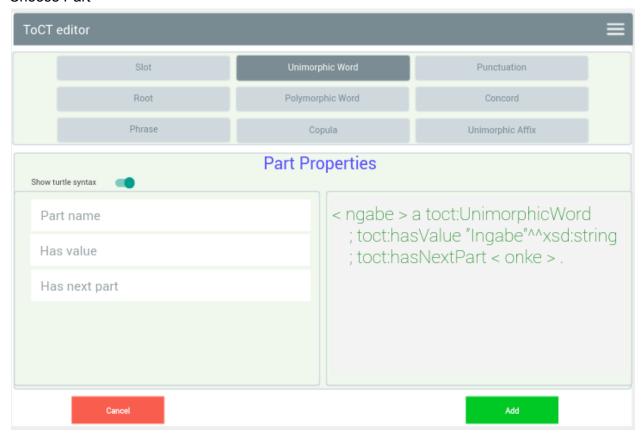Screen 2: Choose Part -> Screen-Slot-Properties -> Screen 2: Choose Part

(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 🔘

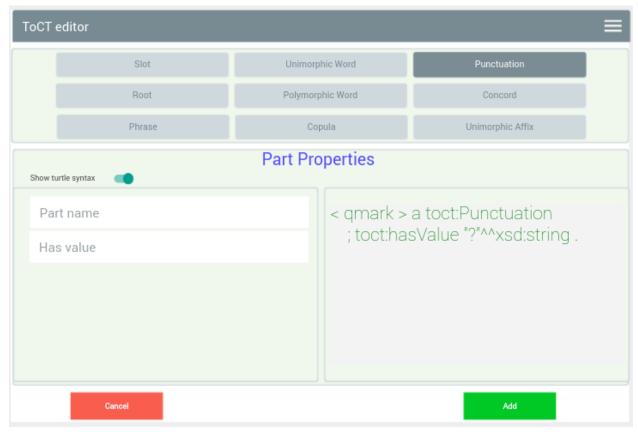| Part name | < ngabe > a toct:UnimorphicWord |
| Has value | ; toct:hasValue "Ingabe"^^xsd:string |
| Has next part | ; toct:hasNextPart < onke > . |

Cancel   Add

(3)Create part (Punctuation):

Button-*Punctuation word* -> Button-Add

Layout flow

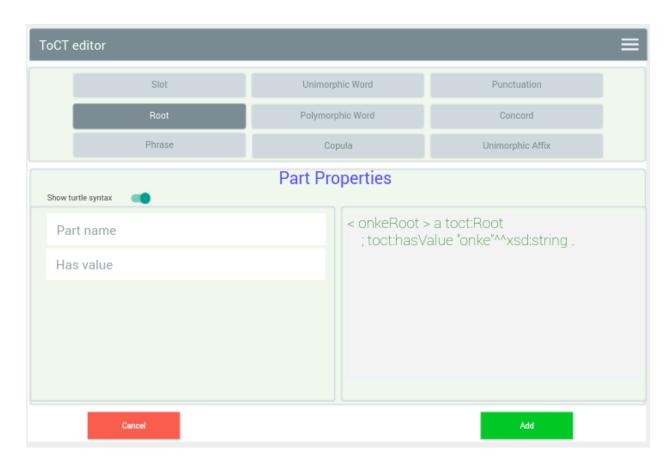Screen 2: Choose Part -> Screen-Punctuation-Properties -> Screen 2: Choose Part

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
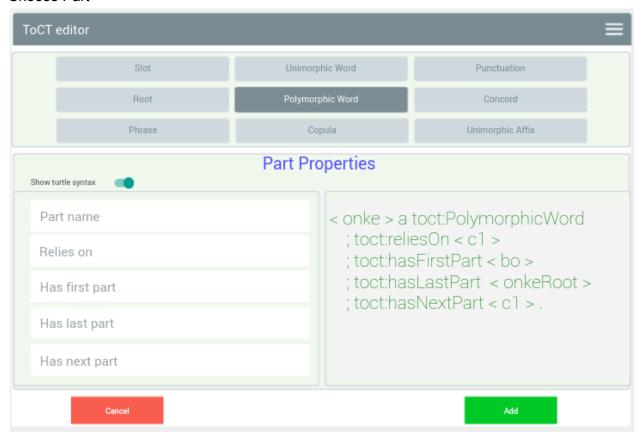
(5)Create part (Polymorphic Word):

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

Layout flow

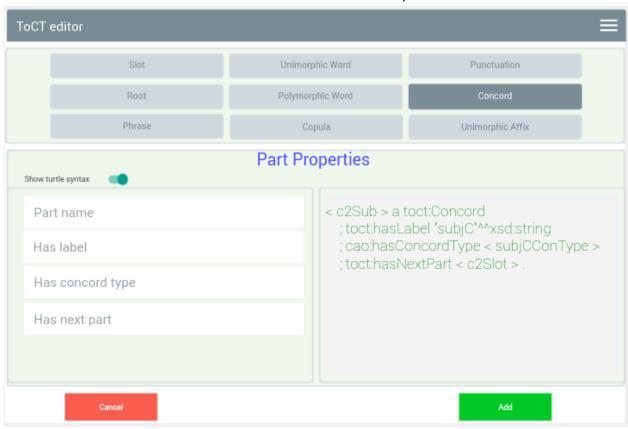Screen 2: Choose Part -> Screen-Polymorphic-Word-Properties -> Screen 2: Choose Part

(6)Create part (Concord):
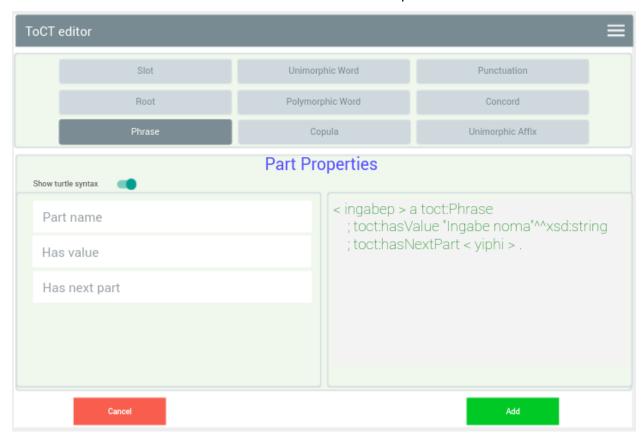
Button-*Concord* -> Button-Add

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

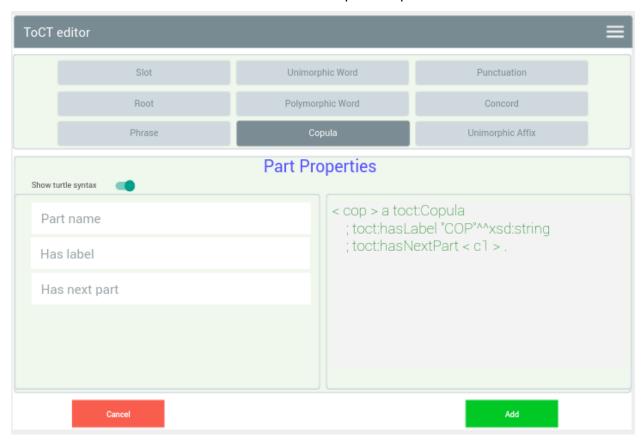## (6)Create part (Phrase):

Button-*Phrase* -> Button-Add

Layout flow

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

(6)Create part (Copula):

Button-*Copula* -> Button-Add

Layout flow

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

(6)Create part (Unimorphic Affix):

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

Layout flow

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