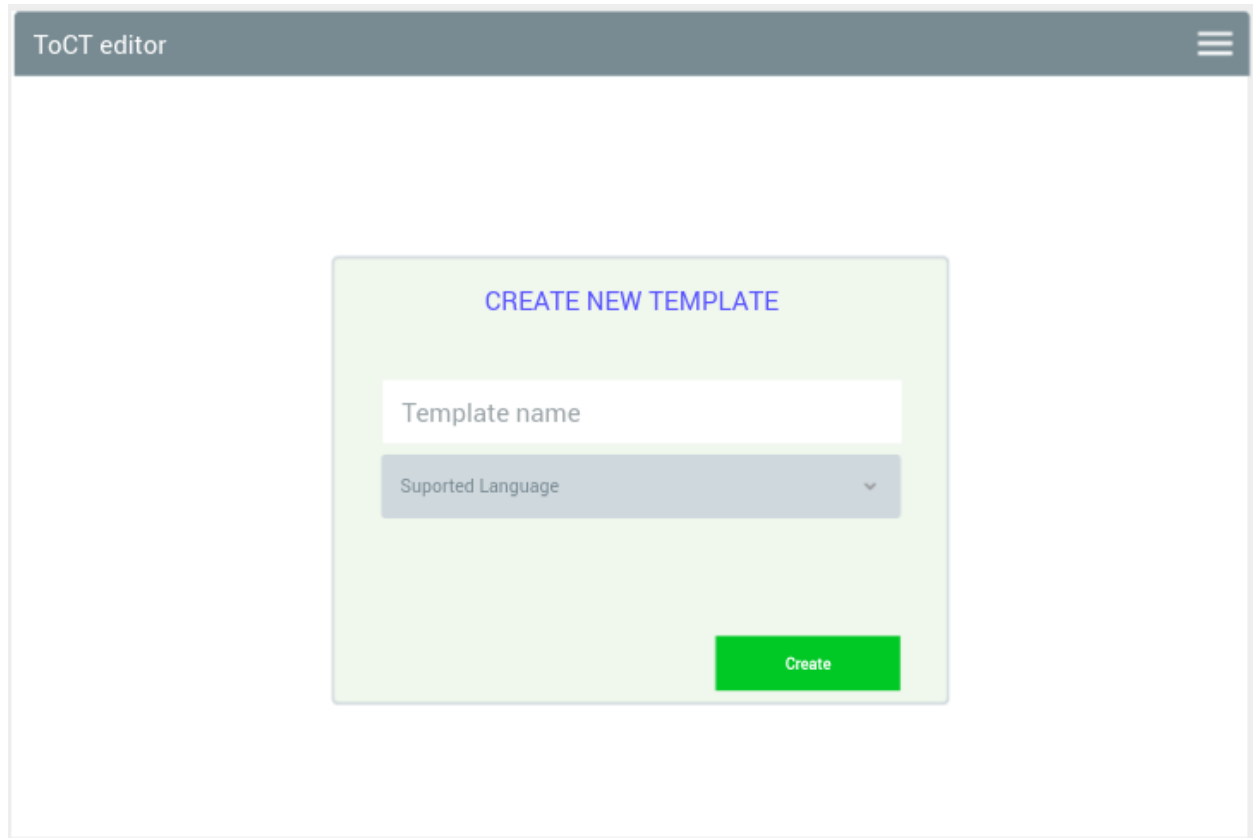


Link to Interactive prototype

<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 centered on the page. Inside this rectangle, the text "CREATE NEW TEMPLATE" is displayed in blue at the top. Below this text is a form with two input fields: a white textfield labeled "Template name" and a grey dropdown menu labeled "Supported Language" with a downward arrow. At the bottom right of the green rectangle is a bright green button with the word "Create" in white text.

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. It is divided into two sections: 'ORDER OF PARTS' and 'PARTS LIST'. The 'ORDER OF PARTS' section contains six dropdown menus arranged in two rows of three. The first row includes 'First Part', 'Middle Part 1', and 'Middle Part 2'. The second row includes 'Middle Part 3', 'Middle Part 4', and 'Last Part'. The 'PARTS LIST' section contains three entries, each with a red circular delete button (containing a white 'X') on the left, the part name in the center, and a blue circular edit button (containing a white pencil) on the right. The entries 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.

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 part types: 'Slot' (highlighted in dark grey), 'Unimorphic Word', 'Punctuation', 'Root', 'Polymorphic Word', 'Concord', 'Phrase', 'Copula', and 'Unimorphic Affix'. Below this grid is a section titled 'Part Properties' in blue text. Inside this section, there's a toggle switch for 'Show turtle syntax' which is currently turned on. To the left of the toggle, there are three input fields: 'Part name', 'Has label', and 'Has next part'. To the right of these fields, there's a text area containing the following Turtle syntax:

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

 At the bottom of the 'Part Properties' section, there are two buttons: a red 'Cancel' button and a green 'Add' button.

(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