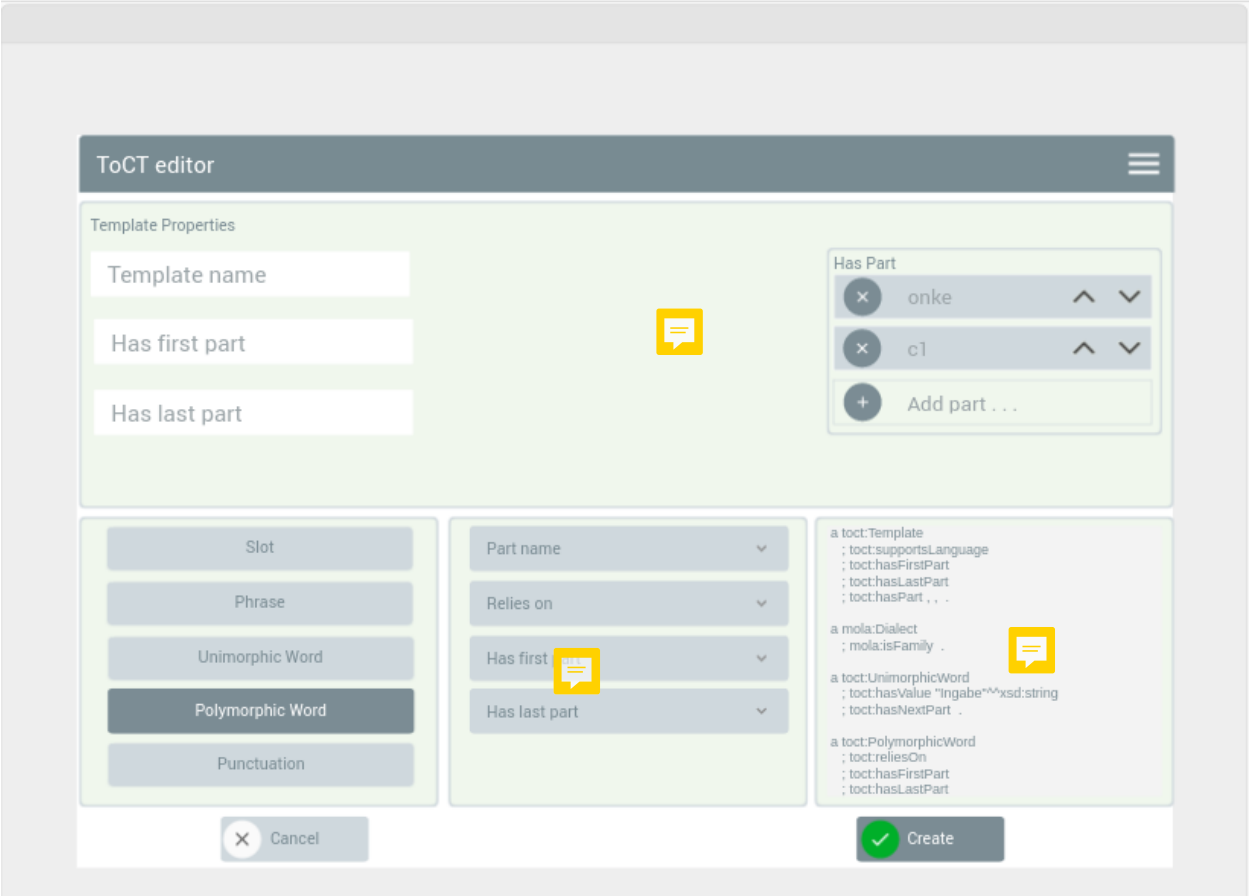
Design 1



Design rationale

Top Panel:

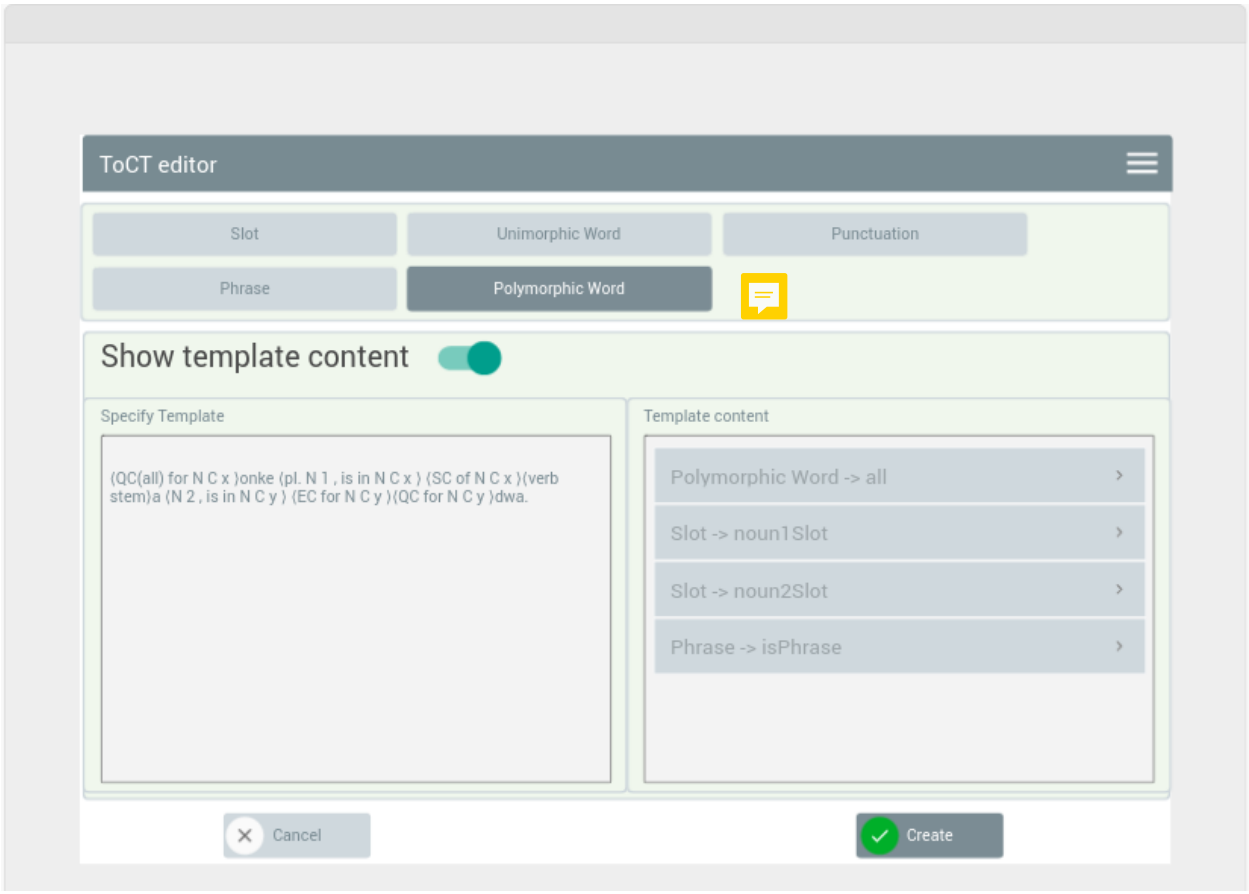
Contains fields where the user can enter the main properties of the template; template name, first part, second parts and middle parts.

The order of parts in the template is implicitly specified by the order in which the various parts are added. For example, <onke> hasNextPart <c1> because <c1> was added after <onke>.

Bottom Panel:

Contains fields that allow the user to enter the details/properties of each of the parts specified in the top panel. The various properties appear in the middle tab depending on what constituent element of the template is chosen on the left tab. To further limit any input errors, the user's input choices are constrained through the use of a drop down input. Validation of the various items/parts is only performed once the user clicks on the "Create" template button.

Design 2



Design rationale

This UI allows the user to specify the template using raw text. Template elements, e.g. slots, can be specified by highlighting a certain portion of the text and then accordingly clicking (any of the buttons in the top panel) the appropriate element that selection represents.