

# Design 1

The screenshot displays the 'ToCT editor' interface. At the top, a dark header bar contains the title 'ToCT editor' and a menu icon. Below this, the 'Template Properties' section includes three input fields: 'Template name', 'Has first part', and 'Has last part'. To the right of these fields is a 'Has Part' list containing 'onke' and 'c1', each with a delete button (x) and expand/collapse arrows (^/v). An 'Add part ...' button is at the bottom of this list. A yellow speech bubble icon is positioned between the 'Has first part' and 'Has last part' fields. Below the properties section, there are three main panels. The left panel shows a list of template types: 'Slot', 'Phrase', 'Unimorphic Word', 'Polymorphic Word' (which is selected and highlighted in dark grey), and 'Punctuation'. The middle panel contains a list of attributes: 'Part name', 'Relies on', 'Has first', and 'Has last part', each with a dropdown arrow. A yellow speech bubble icon is next to the 'Has first' attribute. The right panel displays the resulting XML code, which includes declarations for 'toct:Template', 'mola:Dialect', 'toct:UnimorphicWord', and 'toct:PolymorphicWord'. A yellow speech bubble icon is next to the 'mola:Dialect' declaration. At the bottom of the editor, there are two buttons: 'Cancel' (with a close icon) and 'Create' (with a green checkmark icon).

## 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

The screenshot displays the 'ToCT editor' interface. At the top, a dark header bar contains the title 'ToCT editor' and a hamburger menu icon. Below this is a row of five buttons: 'Slot', 'Unimorphic Word', 'Punctuation', 'Phrase', and 'Polymorphic Word'. The 'Polymorphic Word' button is currently selected and highlighted in dark grey, with a yellow speech bubble icon to its right. Below the buttons is a section titled 'Show template content' with a green toggle switch that is turned on. This section is divided into two panels. The left panel, titled 'Specify Template', contains a text area with the following text: `{QC(all) for N C x } onke {pl. N 1 , is in N C x } {SC of N C x } {verb stem)a {N 2 , is in N C y } {EC for N C y } {QC for N C y } dwa.`. The right panel, titled 'Template content', displays a list of four items, each with a right-pointing chevron: 'Polymorphic Word -> all', 'Slot -> noun1Slot', 'Slot -> noun2Slot', and 'Phrase -> isPhrase'. At the bottom of the interface are two buttons: a 'Cancel' button with a red 'X' icon and a 'Create' button with a green checkmark icon.

## 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.

