

# Roassal 3

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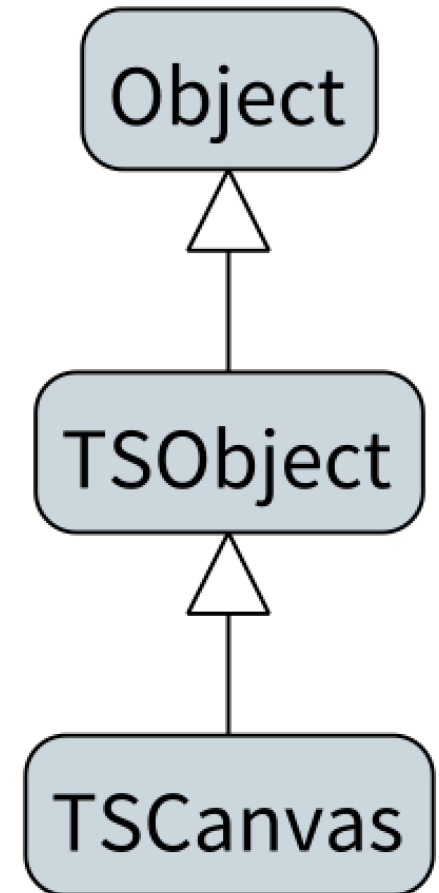
# Roassal in a nutshell

- Canvas and shapes
- View and elements.
- This is the version more than 2 less than 4.
- Nothing in this presentation is final.

**Canvas**

# The Canvas

- Used to draw graphic objects.
- The canvas is a TSCanvas.
- It is the canvas where you can put shapes.
- It is subclass of TSOBJECT or Object.
- Roassal use the notation **TSShape**, **TSCanvas**, **TSBox**, (Trachel Shape) for canvas components.



# Canvas parts

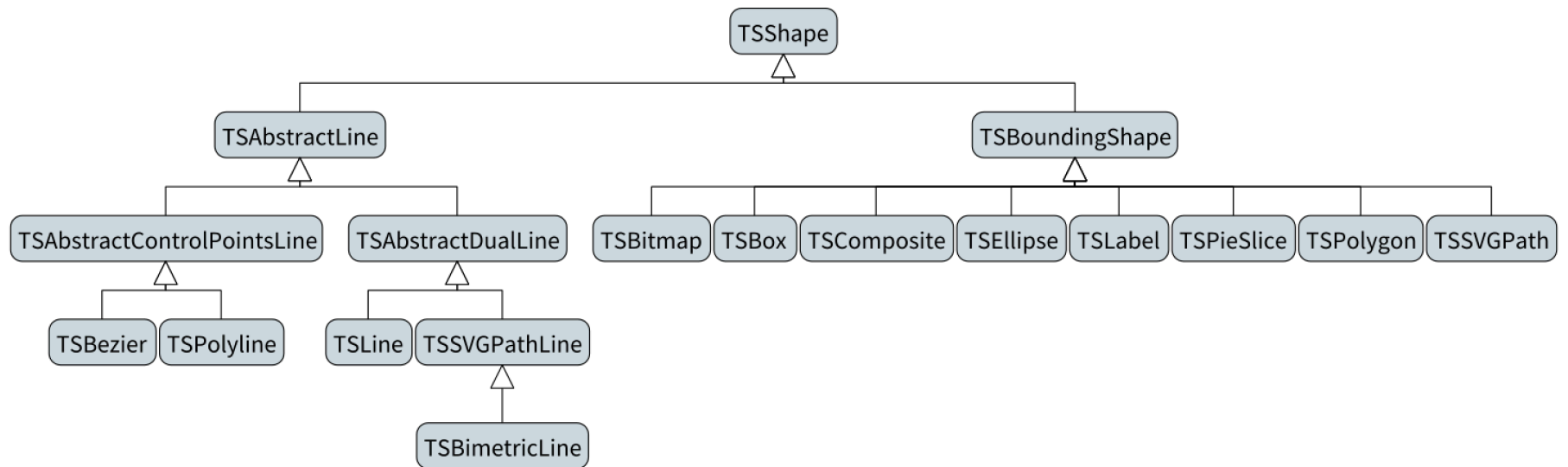
- Shapes
- Events
- Morph
- Animations
- And more

## TSCanvas

animations  
announcer  
camera  
clearBackground  
color  
extent  
fixedShapes  
morph  
renderTree  
shapes  
showRectangles  
view

# Canvas Shapes

- The canvas has basic shapes
- And fixed shapes



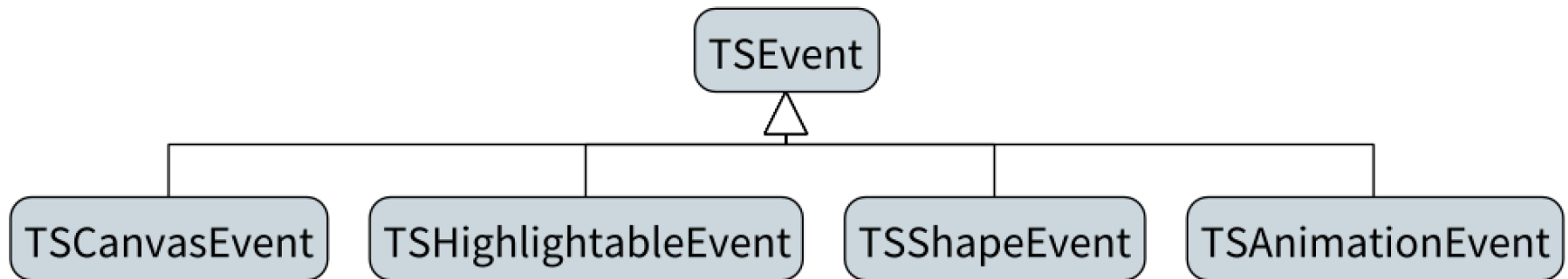
# Shapes

- All the shapes has these properties.
- There is composition.
- There are 2 groups, lines and bounding shapes.

TSShape
announcer
border
encompassingRectangle
isFixed
paint
parent
path

# Canvas events

- The canvas and the shapes has an announcer.





# Canvas morph

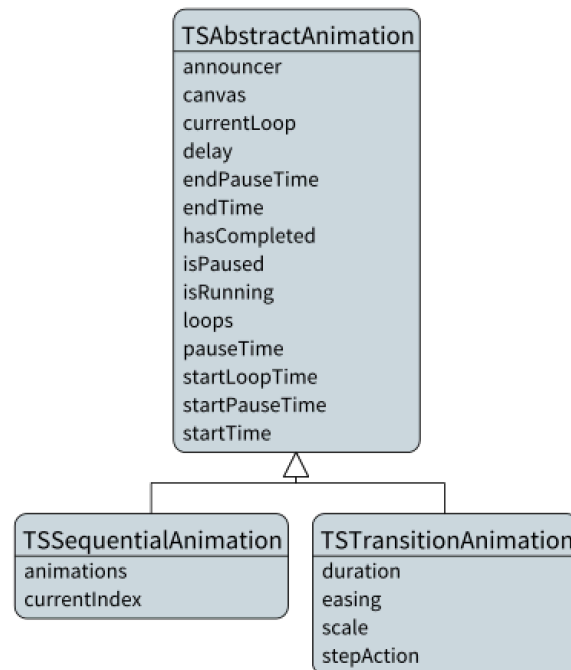
- TSCanvas has an instance TSAthensMorph
- This is the visual representation, in the visual smalltalk system.
- TSAthensMorph has reference to the TSCanvas.
- The morph sends the events to the canvas
- The morph draws the canvas

# Canvas visitor

- TSCanvas handles a visitor, with *accept*: method
- This visitor renders the canvas and each shape in the morph with athena. TSAthensRenderer
- For the future Roassal could have: TSBlocRenderer, TSPNGRenderer, svg, pdf, html visitors.

# Animation

- TSCanvas has a collection of animations.
- When TSAthensMorph renders the canvas it play the animations, to update the canvas.

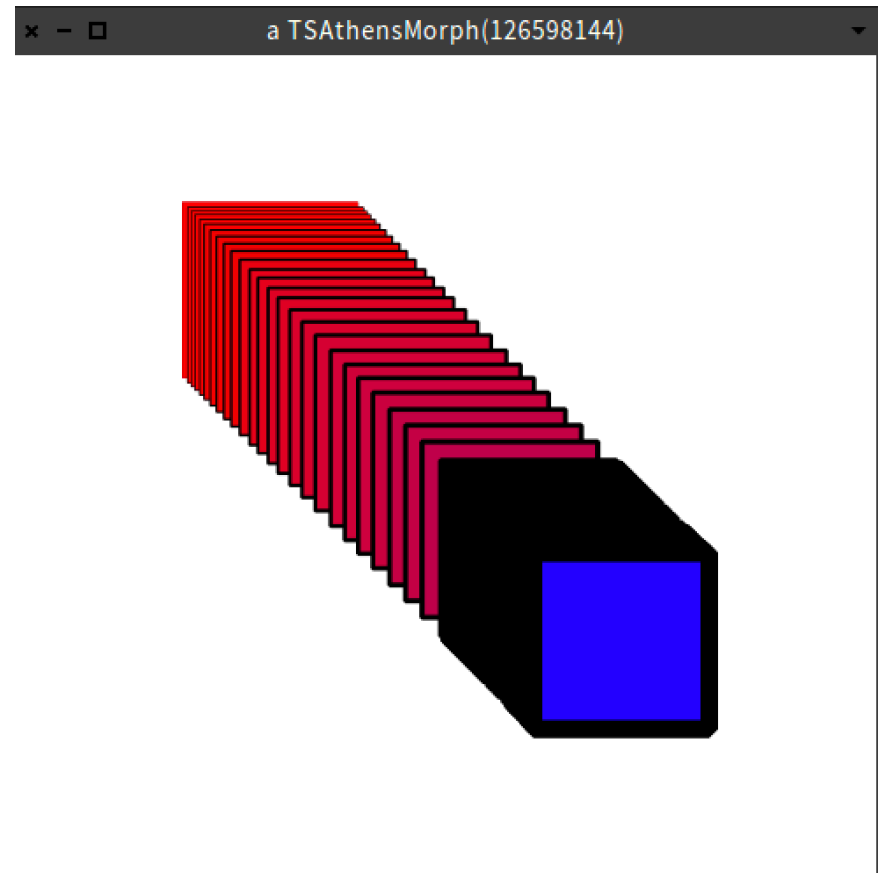


# Scales

- The animation and other examples of roassal uses package Roassal3-Scales
- These scales objects are very useful to transform(scale) a value to another value.
- Scale is  $f(x) = y$
- Scale has a domain, x or input(numbers, points or arrays)
- Scale has a range, or y or output(number, points or colors).

# Canvas Example

```
| c b |  
c := TSCanvas new.  
b := TSBox new  
  extent: 100@100;  
  border: TSBorder new.  
c addShape: b.  
  
c newAnimation  
  easing: TSEasing bounce;  
  from: -100@-100;  
  to: 100@100;  
  on: b set: #position:.  
c newAnimation  
  from: Color red;  
  to: Color blue;  
  on: b set: #color:.  
c newAnimation  
  from: 0;  
  to: 10;  
  on: b border set: 'width:'.  
c  
  when:TSMouseClick  
  do: [ c animations do: #pause ];  
  when: TSMouseDoubleClick  
  do: [ c animations do: #continue ].  
c clearBackground: false.  
c open.
```



**View**

# View

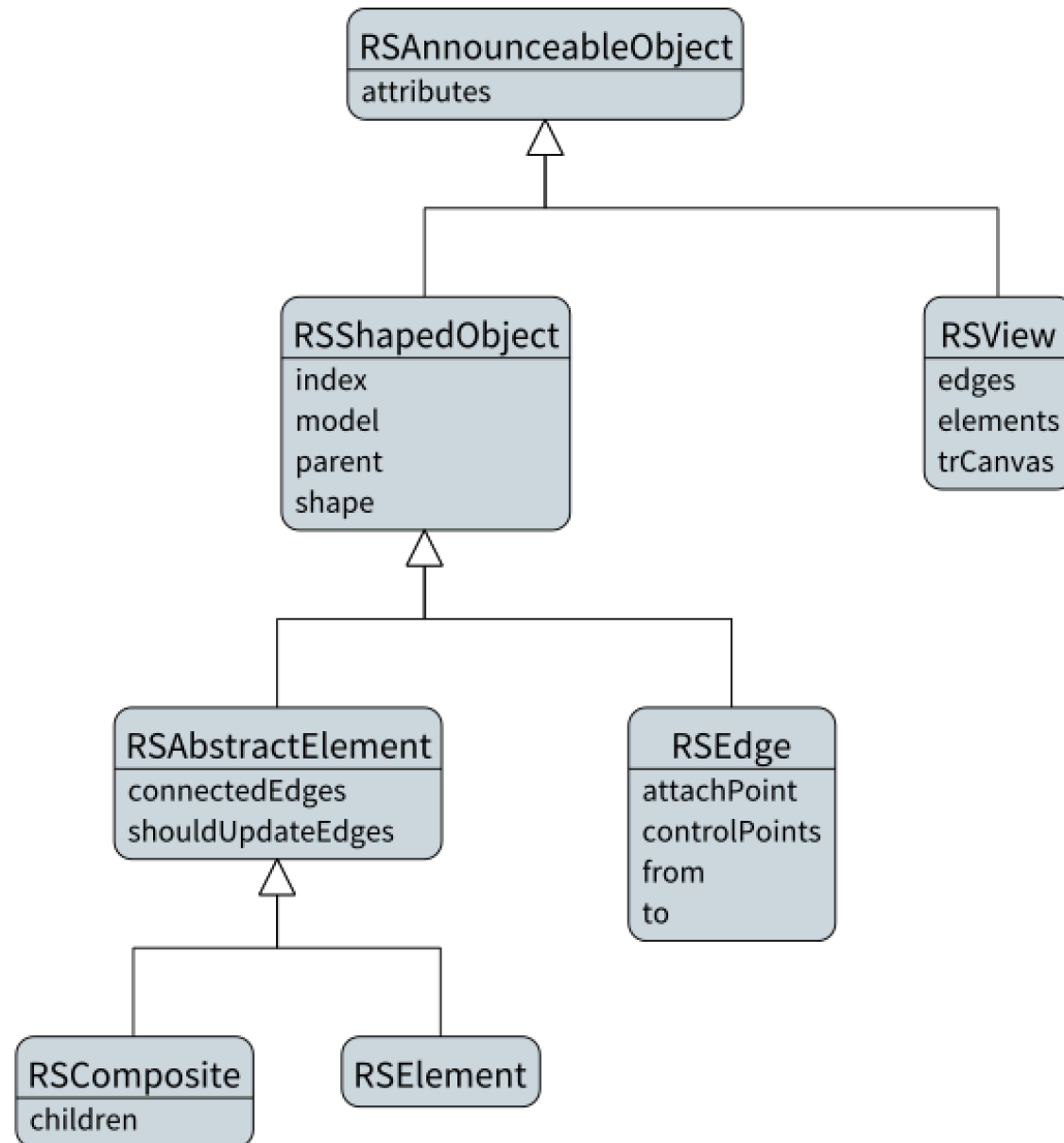
- View is the main component in Roassal
- View has elements, edges and a canvas
- To create a view and its elements, Roassal uses builders and interactions.
- View uses layouts.

# View

- The view is a RSVIEW (Roassal View).
- RSVIEW and RSElements are used to unify the model visualization to the renderable object.
- Components related to the view uses the notation **RSView**, **RSElement**, **RSEdge**, etc
- Uses a canvas, and handles elements and edges



# View



# Builders

- There are two groups o builders
- Shapes builders
- View builders

# Shape builder

- Shape builders creates from the models or a domain, elements.

```
elementsBuilder := RSShapeBuilder box  
  width: [ :model | model methods size + 5 ];  
  height: [ :model | model instVarNames size + 5 ].  
elementsBuilder elementsOn: Collection withAllSubclasses.
```

# View builders

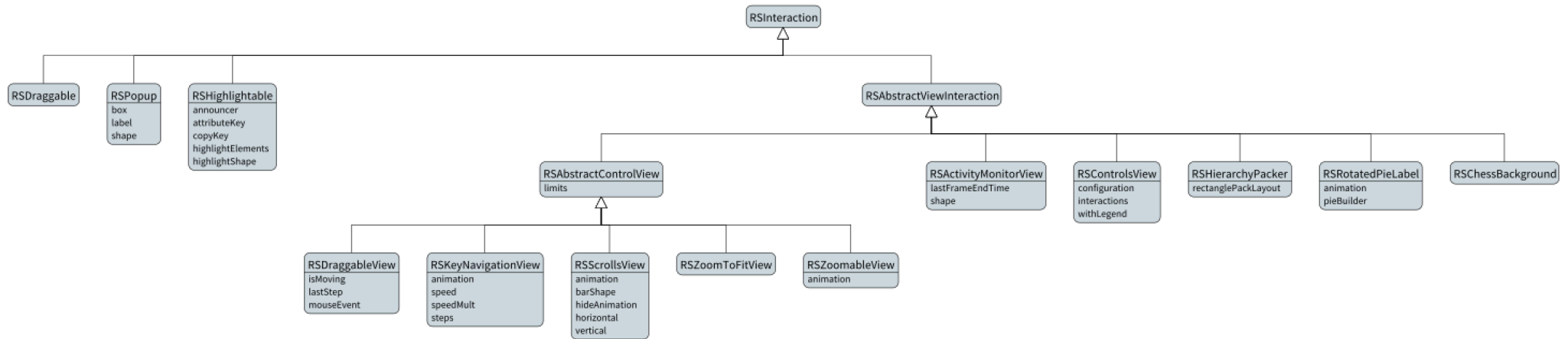
- Creates a view with a predefined elements.
- These builders depends on the issue.
- Examples: UML class builder, grapher, sunburst, etc.

# Interactions

- Usually interactions modify the element or view, added into them events or elements with a special behavior.
- Interactions subclasses needs the override the method **onElement:**

```
element @ RSDraggable.  
element addInteraction: (RSPopup  
    text: [ :model| 'Class: ', model asString ] ).
```

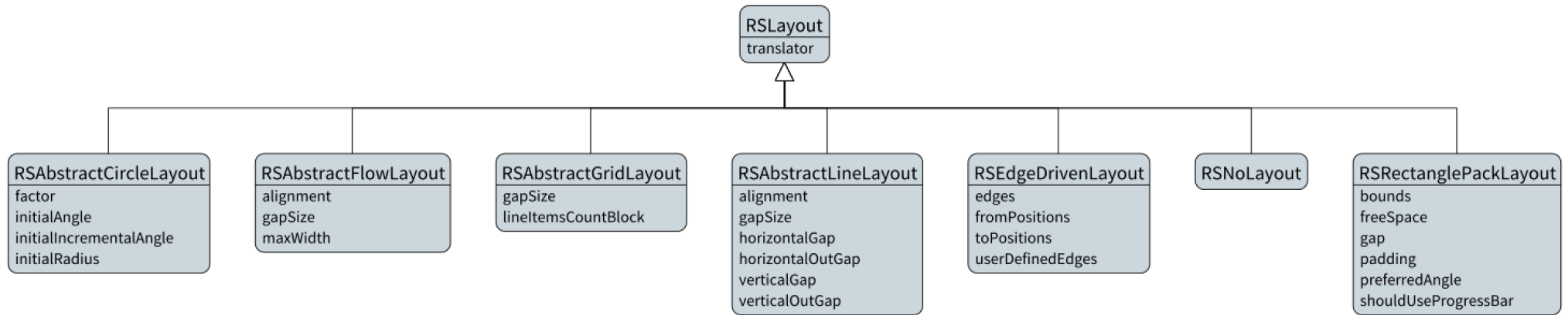
# Interactions



# Layouts

- Roassal defines its own layouts.
- Grid layout, vertical, horizontal, tree, force layout.
- This layouts only execute one time.

# Layouts





**Spec, Inspector,  
Iceberg and calypso**

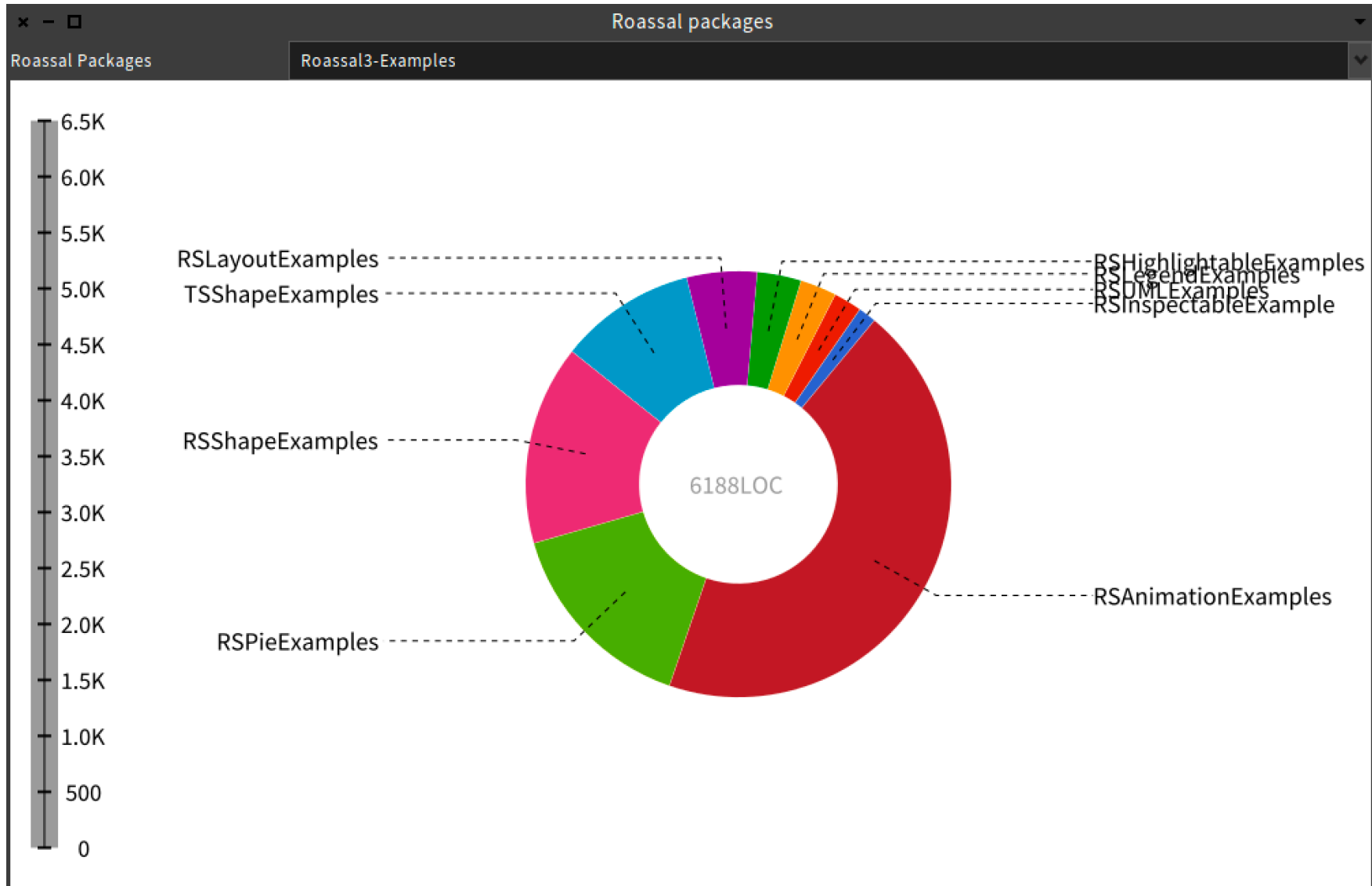
# Spec

```
initializeWidgets
| org |
droplist := self instantiate: SpLabelledDropList.
org := RPackage organizer.
packages := (org packageNames
  select: [ :s | '*Roassal3*' match: s ]
  thenCollect: [ :s | org packageNamed: s ])
  sorted: [:a :b | a linesOfCode > b linesOfCode ].
totalSum := packages max: #linesOfCode.
droplist
  label: 'Roassal Packages';
  items: packages;
  displayBlock: [:i | i name].

chart := self instantiate: RoassalPresenter.
pie := self instantiate: RoassalPresenter.
droplist whenSelectedItemChangedDo: [ :pkg |
  chart script: [ :view |
    view when: TSExtentChangedEvent do: [
      view edges copy do: #remove.
      view elements copy do: #remove.

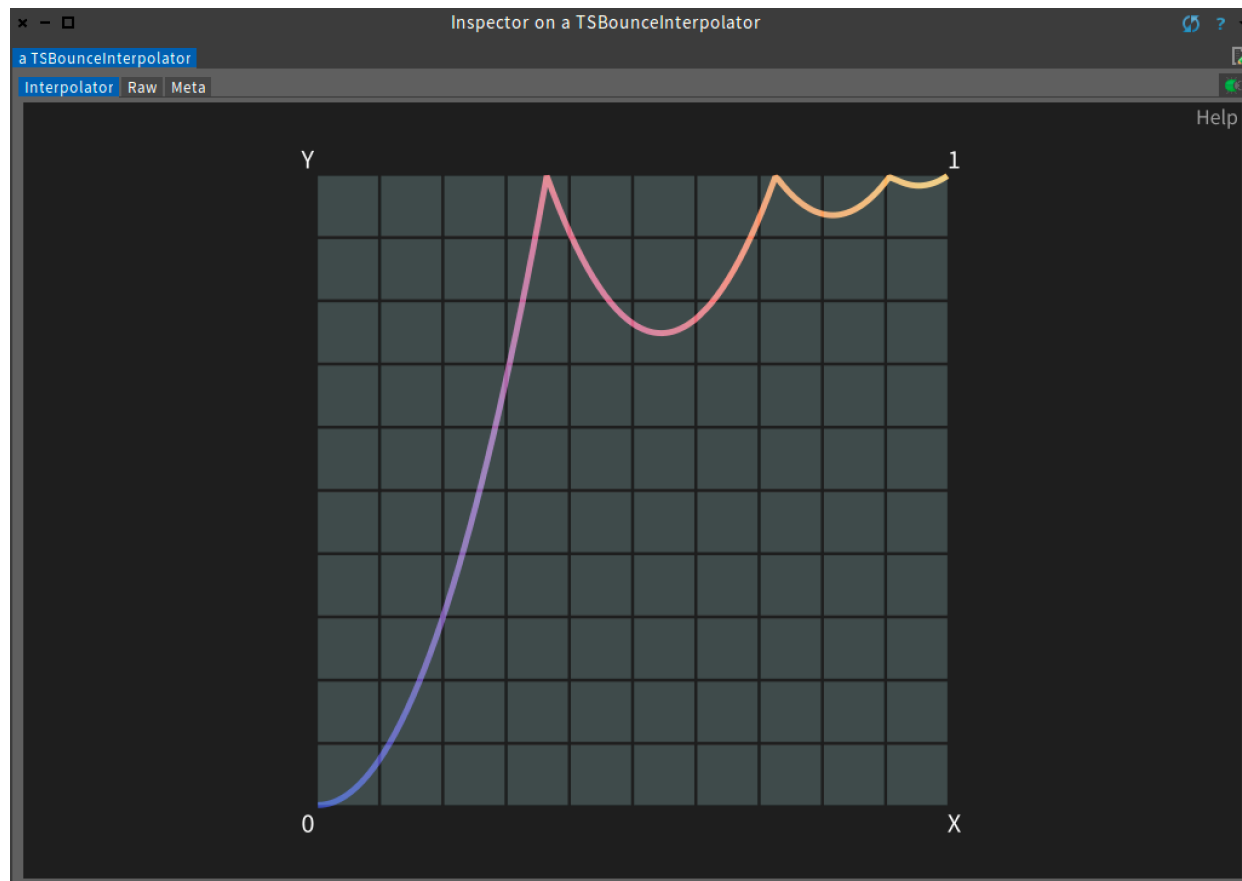
      self visualizeChart: view package: pkg
    ]
  ].
  pie script: [ :view | self visualizePie: view package: pkg ] ].
droplist dropList selectedIndex: 1.
```

# Spec



# Inspector

- View/canvas, elements/shapes can be inspected and visualized in the

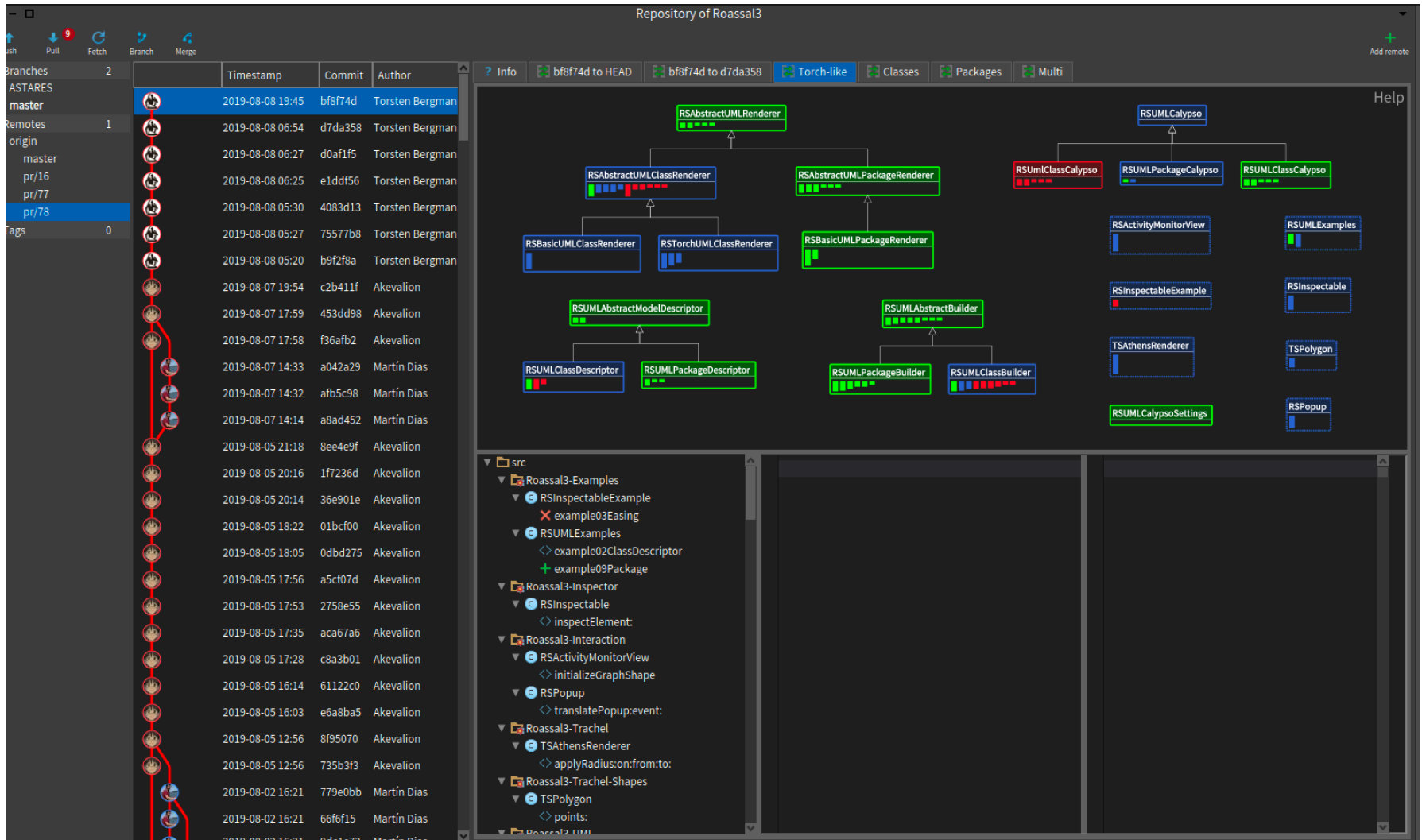


# Calypso

The screenshot displays the Calypso IDE interface. The top window, titled "TSScaleLinear", shows a project tree on the left with "Roassal3-Scales" selected. The center pane lists classes including "TSScaleLinear", which is highlighted. The right pane shows the "instance side" of the class, listing methods such as "clamp:", "domain:", "initialize", "interpolate:", "invert:", "range:", "rangeRound:", "rescale", and "scale:". Below the main window, a toolbar contains options like "All Packages", "Scoped View", "Flat", "Hier.", "Inst. side", "Class side", "Methods", "Vars", and "Class refs.". The bottom pane shows a UML class diagram with "TSScaleLinear" at the top, and "TSScaleLog" and "TSScalePow" below it, connected by inheritance arrows. The "TSScaleLog" class has attributes "base", "linear", and "positive", and methods "clamp:", "domain:", "initialize", "interpolate:", "invert:", "lg:", "pow:", "range:", "range:", and "scale:". The "TSScalePow" class has attributes "exponent", "linear", and "powb", and methods "clamp:", "domain:", "exponent:", "initialize", "interpolate:", "invert:", "range:", "range:", "rescale:", and "scale:". A "Help" button is visible in the top right corner of the bottom pane.

```
classDiagram
    class TSScaleLinear {
        clamp
        input
        output
        clamp:
        domain:
        initialize
        interpolate:
        invert:
        range:
        rangeRound:
        rescale
        scale:
    }
    class TSScaleLog {
        base
        linear
        positive
        base:
        clamp:
        domain:
        initialize
        interpolate:
        invert:
        lg:
        pow:
        range:
        range:
        scale:
    }
    class TSScalePow {
        exponent
        linear
        powb
        powb:
        clamp:
        domain:
        exponent:
        initialize
        interpolate:
        invert:
        range:
        range:
        rescale:
        scale:
    }
    TSScaleLog --|> TSScaleLinear
    TSScalePow --|> TSScaleLinear
```

# Iceberg



**Future work**

# TODO

- Roassal and #(Pharo Calypso Iceberg VisualWorks).
- Documentation.
- Grapher, and other builders.
- Issues.



**Try it it is free**

**[https://github.com/  
ObjectProfile/Roassal3](https://github.com/ObjectProfile/Roassal3)**

**Thanks**