Vrije Universiteit Brussel

Faculty of Science
Department of Computer Science
and Applied Computer Science

TIAMAT: A Multi-touch Tablet IDE for AmbientTalk

Ayrton Vercruysse

Promotor: Prof. Dr. Wolfgang De Meuter
Advisors: Dries Harnie
Lode Hoste

2012-2013

Contents

Chapter 1

Introduction

1.1 Goal

1.2 Scope

The scope of this project is a third bachelor thesis at the Vrije Universiteit Brussel. The 3th bachelor thesis is given at third bachelor students computer sciences. The goal of this bachelor thesis is to let the bachelor students participate in some actual research at the university. This has been chosen over giving the students a predefined task.

1.3 Definitions and Acronyms

VUB	Vrije Universiteit Brussel
IDE	Integreted Develepment Enviorment
AST	Abstract Syntax Tree
MANET	Mobile Ad-Hoc Network
OHA	Open Handset Alliance
App	Application. Programs on smartphones and tablets
MT4j	Multi-Touch for Java

Chapter 2

Implementation

2.1 Used Software

2.1.1 AmbientTalk

AmbientTalk is a programming language developed at the VUB in 2005. The goal of the language was to focus on making programs within Ad-Hoc networks. This means that AmbientTalk is developed mainly to create programs on mobile devices. AmbientTalk combines elements from other programming languages such like Scheme (closures), Smalltalk (pure OO), Self (prototypes and delegation) and some other languages.

AmbientTalk was originally a part of a doctorate study made by Jessie Dedecker. His goal was to create an extension to the already existing programming language Pic% (pic-oh-oh). Pic% itself was an extension of Pico. Pico was developed by professor Theo D'Hondt in 1996. Pico was developed merely to be used with an educational purposes. Pico is being used as a programming language to illustrate how programming languages are being made.

Pico got it's design principles and concepts from Scheme. The goal of Pico was to be a programming language based on simple rules, easy to extend. Thanks to the simplicity and extendability of Pico this language is often used to do some research to possible extensions and features for programming languages. This is the reason why a lot of offsprings of Pico are created, all with their own special attention to certain problems or extensions. When AmbientTalk was being developed special attention was given create distributed programs within ad-hoc networks. Momentarily AmbientTalk/2 is being used. It's the successor of the original AmbientTalk. Even though AmbientTalk/1 was already successful concerning the programming features for mobile Ad-Hoc networks it lacked some important features to create bigger software applications, such like exception handling,...

In 2006 Tom Van Cutsem and Stijn Mostinckx started developing AmbientTalk/2, the current version of AmbientTalk. The changes between AbmientTalk/1 and AbmientTalk/2 are quite big. There has been made an entire new design for most aspects of the language, including the syntax. The reason to change the syntax was to make AmbientTalk more accessible for people who don't have any experience with Pico.

AmbientTalk is still mainly used by students at the VUB to do some research. But, slowly but surely, AmbientTalk became a useful, handy programming language which was usable to create some rather big programs. Because the focus of AmbientTalk lies within the distributed networks and this is still an area in which a lot of research is being done there aren't a lot of good alternatives. This made AmbientTalk a good alternative to create some real-life software.

The symbiosis with the underlying Java Virtual Machine enables the possibility to use some parts of the Java programming languages within AmbientTalk, which makes it possible to combine both languages within one project.

The renewing element of AmbientTalk is so big that it became the main subject of the Distributed and Mobile Programming Paradigms course taught at the VUB.

2.1.2 Google Android

General

Android is an open source platform for mobile devices, owned by Google. Android is developed by Android Inc., a company bought by Google in 2005, which later placed it within the Open Handset Alliance (OHA).

It's an on Linux based operating system and is mainly programmed in C (core), Java (UI) and C++.

Android is originally created by Android Inc., a company founded by Andy Rubin, Rich Miner, Nick Sears and Chris White in 2003. Their goal was to create an operating system for " ... smarter mobile devices that are more aware of its owner's location and preferences."

Figure 2.1: Android logo

On October 17th 2005 Google bought Android Inc. and made it a part

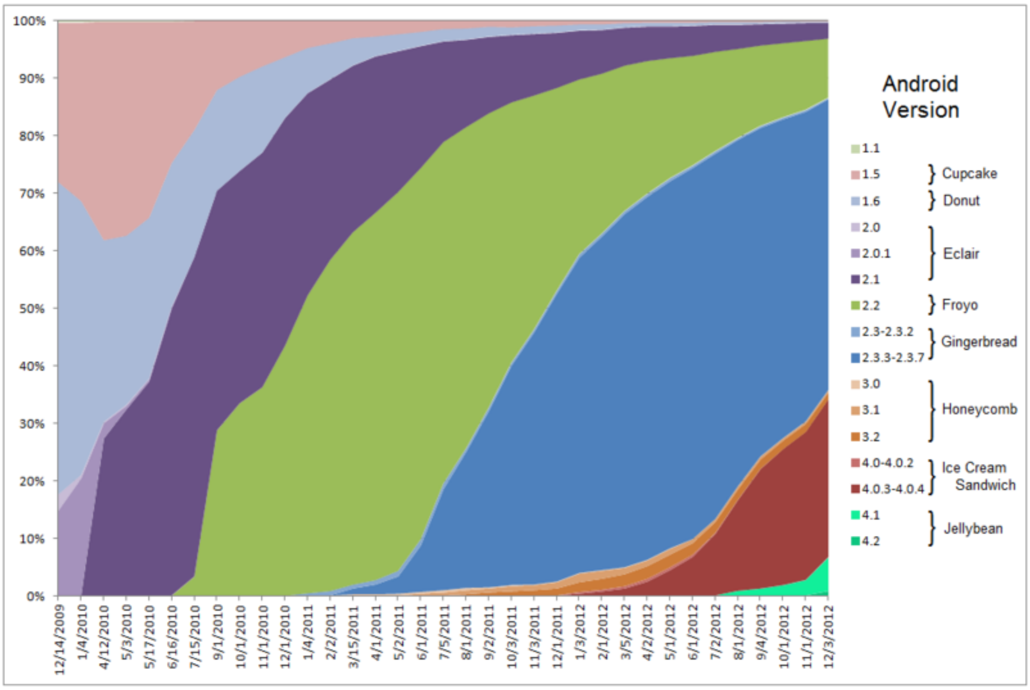

Figure 2.2: Android historical version distribution

of their company. Even after Google bought the company founders Andy Rubin, Rich Miner and Chris White kept working for Android. Already back then the goal of Google was to focus on the market of mobile devices with Android.

Only on December 9th 2009, together with the founding of OHA, the first product of Google concerning the market of the mobile devices was announced; Android. An on Linux kernel version 2.6 based platform for mobile devices.

According to estimations in the second quarter of 2009 approximately 2.8% of new smartphones had Android as operating system. In the fourth quarter of 2010 this number had grown to 33% what made it the best selling smartphone platform. In the third quarter of 2011 this would already have grown to 52.5%. In February 2012 Andy Rubin said that Google activates 850000 smartphones or tablets on a daily basis.

Versions

Through the years multiple versions of Android have been released. In November 2007 a beta version was released, but only on September 23th 2008 Android 1.0 was released. Android 1.0 was introduced on the HTC Dream. This version was already equipped with the Android Market, an application which gives you the option to download and update new applications, camera support, synchronization with, and use of, most Google products, like Gmail, Google Calendar, Google Contacts, Google Search, Google Talk,... Also Wi-Fi and bluetooth were already supported, just like a Youtube media player.

After Android 1.0 in February 2009 Android 1.1 was released. After Android 1.1 a next version of Android, Android 1.5 which was given the name Cupcake was released followed by Android 1.6, called Donut. In October 2009 Android 2.0 got released. It was called Eclair. Eclair was followed by Froyo (2.2.x) and later the popular Gingerbread (2.3.x) Next to the 2.x series in February 2011 the 3.x (Honeycomb) version got released. This version was created with focus on tablets and no longer on smartphones.

In October 2011 Android 4.0.1 (Ice Cream Sandwich) was presented. ICS was the version of Android which should combine the 2.x series and 3.x series to the 4.x series. This means that there will be no longer 2 parallel versions of Android, but only one, working on both smartphones and tablets. This made it easier for Google, so they didn't need to keep two versions up to date but only one. On July 9th 2012 a new version of the Android 4.x series was released named Jelly Bean (4.1). In Figure 1.2 one can see a chart showing global Android version distribution from November 2009 to December 2012.

Design

Android is based on a Linux kernel, with middleware, libraries and APIs written in C and application software in Java. In Figure 1.3 the architecture of Android is shown. The top layer of the figure; the Application Layer are the applications which are deployed on the phone when bought, like an SMS program, calendar, internet browser,... All these applications are written in Java. The application framework is made to create an open developing platform. Android gives developers the possibility to develop rich and innovative applications, by giving them the liberty to make use of all hardware, like location information, setting alarms, add notifications to the status bar,...

The libraries layer contains a number of C/C++ libraries which are being used in multiple layers of the Android system. Developers are able to explore these libraries trough the Android Application framework for developers. Some of these libraries are SGL (an underlaying 2D engine), FreeType (a bitmap and vector renderer), MQLite (a database engine),... The Android Runtime part is a number of core libraries which gives most Java functionalities. Last there is the Linux kernel which provides safety, memory management, process management, network stacking and driver models. It also functions as abstraction layer between the hardware and the rest of the software.

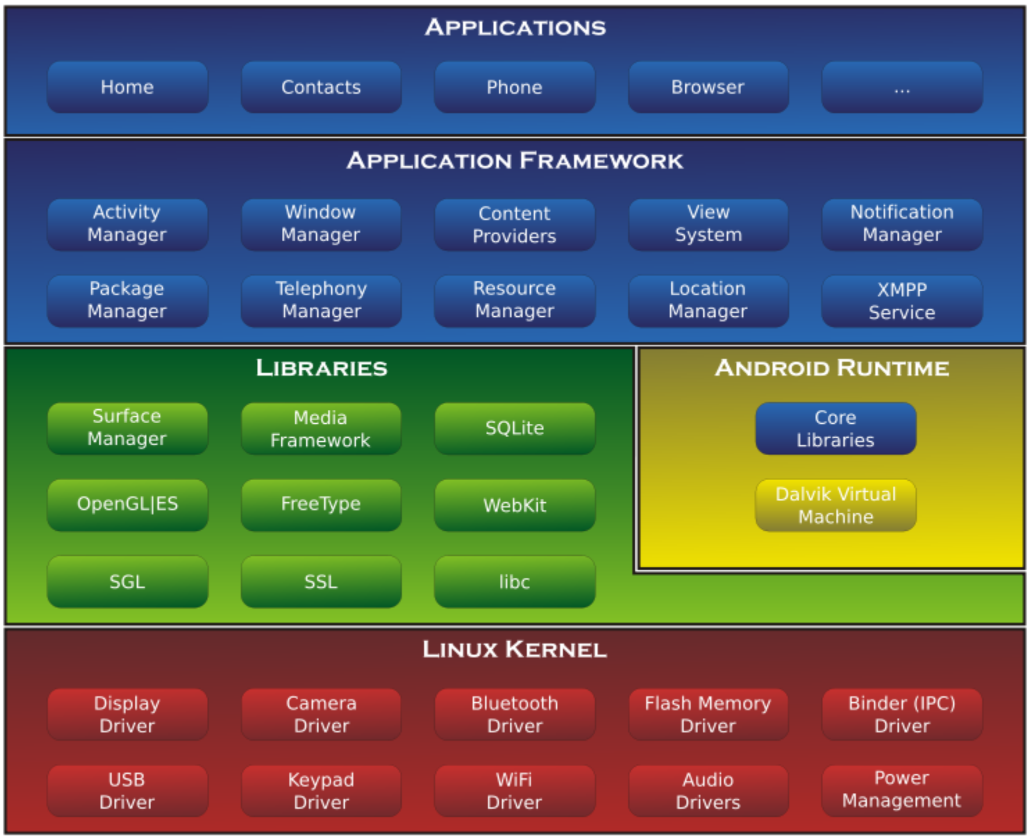

Figure 2.3: Android System Architecture

Open Handset Alliance

The Open Handset Alliance (OHA) is a consortium of 84 firms to develop open standards for mobile devices. Practically this translates in promoting Android. OHA is founded on November 5th 2007, with as main founding company Google, together with 34 other firms. These firms are active in creating software, creating mobile devices or creating chips. The main goal was to make Android a worthy competitor of other mobile platforms like those developed by Apple, Microsoft, Nokia (Symbian), HP, Research in Motion and Barda.

Some of the companies who aided founding OHA were, besides Google, HTC, Sony, Dell, Motorola, Qualcomm, Texas Instruments, Samsung Electronics, LG Electronics, T-Mobile, Nvidea,...

2.1.3 MT4j

General

Multi-Touch for Java is developed to make it possible to create multi touch applications within the Java programming language. It's an open source Java Framework. It offers a GUI in which we can use shapes like rectangles, rounded rectangles, ellipses, polygons,... To each of these forms gestures can be attached. These can be in 2D or 3D. Next to the predefined shapes you can also make use of buttons, text areas, sliders and a multi touch keyboard.

Architecture

The architecture of MT4j is built in multiple layers which communicate with each other. Using event messages which are sent from one layer to another. The different layers within MT4j are the Presentation Layer, Input Processing Layer, Input Hardware Abstraction Layer and the Input Hardware Layer.

Input Hardware Layer

By making use of the Input Hardware Abstraction Layer MT4j can give support to different kinds of input hardware, while only little alternations are needed within the Hardware Abstraction Layer. Within this layer all raw input gets reformed to unified input events. The only change needed when one wants to use a new form of input is to change the abstract superclass of all input sources and the specific input for this new part of hardware. MT4j already has a number of input methods which are supported, like a keyboard, mouse,... All input methods can be used synchronously and together without chances on conflicts.

Input Processing Layer

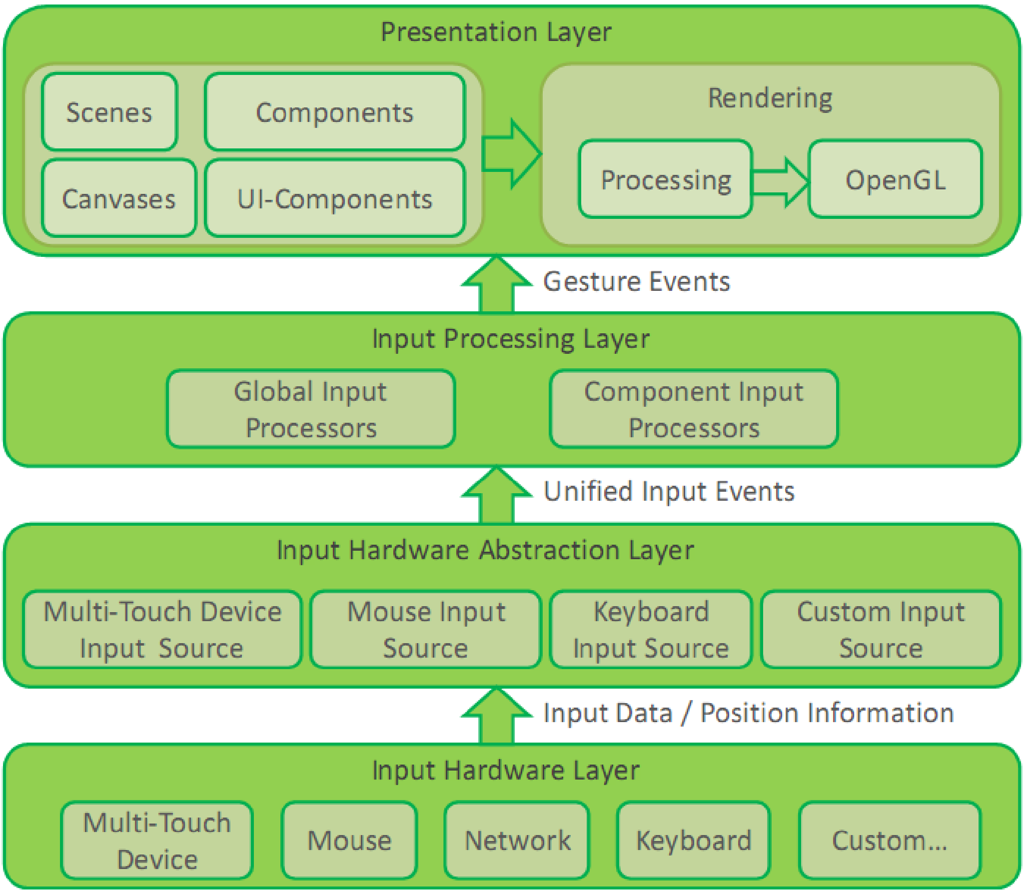

Figure 2.4: MT4j Architecture

In MT4j the input processor gets used on two moments within the input event flow. The first moment is when input directly from the Input Hardware Abstraction Layers comes, the other moment is at the component level. This means one can recognize gestures which are meant for only one component.

Presentation Layer
The Presentation Layer within MT4j uses scenes. Scenes are made to be able to separate different aspects of a program, input and output, in a nice clean encapsulated manner. An example of multiple scenes could be a game where there's one scene to create the menu and an other scene in which the actual game is played.

Next to scenes MT4j also uses components. Components are parts of a program which can be connected in a hierarchical manner. So one can use a basic component and add multiple components within this component. Here we can see as the basic component the background of the application, and within this component one or more other components are used.

The most basic component of MT4j is a canvas. A canvas is the link between multiple components and the input of the hardware. It can check what other components are on what place within the screen at a given time.

To render the MT4j components they use the Processing toolkit. Processing is an open source toolkit that is used to create data visualization and interaction.

MT4Android

MT4Android is an Android version of MT4j. Because MT4j lays the focus on multi touch and is made within Java it seemed a logical step to port MT4j to the Google Android platform. MT4Android is made by a coworker of MT4j. MT4Android still isn't a full version, but there is a beta version available.

Chapter 3

Implementation Details

3.1 ASTs

Every piece of code used in the IDE will be directly linked to an AST. For this matter there has to be a possibility to create new ASTs from scratch. To create new ASTs we will need to implement the different parts of which an AST can exist. These different parts of an AST will be called a Nodes. We will start with a list of possible nodes with which basic programs can be made. Later extra kinds of nodes can be added to the AST.

A superclass Node will be implemented which will organize the tree structure by providing operations as follows;
getParent(): gets the parent of a Node, this function is used when we want to replace a node, to do so we replace the child of the parent (this node) to another node.
setParent(Node parent : sets the parent to a new node. This function is used when we want to copy our node to another place, or when a new node is introduced as a child of another node.
getChilderen(): this functions returns a vector with all childnodes of the node.
getChild(int i): returns the i'th child in the children vector of the node. This is often used when we use some tree traversing trough the tree. For example when we call toXML() on a Node we will also use a for loop over all of it's children calling the toXML() function.
addChild(Node node): This function adds a child to the Node. This function is used when we create certain instances of Nodes. By initiliasation they often add children.
setChild(Node oldChild, Node newChild): This function replaces an old childnode with a new childnode. This function is mostly used to replace Placeholdernodes with actual nodes.

getNumberofChildren(): This function return the total number of children, or the length of the children vector. Just like the getChild(int i) operation this function is used to traverse all children of a node using a for-loop.
isRoot(): This function checks whether this function is the root node. In other words it checks if the parent of the function is null.
toString(): This function translate the node to actual AmbientTalk code. This code is used to write to a textfile, so it can be called in the AT app.
toXML(): This function translates the Node to it's XML representation. This so we can store a node in an XML file.
clone(): This function makes a deep clone of the node, this is done so we can reuse templates, without them having the same parents.

All kinds of nodes we will use are defined as subclasses of the Node class. The currently implemented sorts of node are:
ArgumentList: An ArgumentList is as the name tells us a list of arguments. This is used in a various other functions. These can be just a function, or a whenever:discovered: or other functions.
Begin: A begin is used to combine various other parts of code.
Block: A block is very similar to a argumentlist, but in stead of using curly braces we use pipes.
Definition: A definition is used to define things like values.
Function: The function node keeps all defined functions. These functions are used in the templates, or after a functiondefinition to keep functions.
FunctionCall: The functioncall node is the node used to call a predefined function. Whenever a new function is created with the functionDefinition node we automatically will create a functionCall node so the function can be called later on.
FunctionDefinition: The FunctionDefinition is used to be able to define new functions.
Operation: An operation are things like +,-,*,/. This node keeps an operator en two placeholders to create the operation.
Placeholder: A placeholder is something we use to say something meaningfull needs to come here, but isn't yet. Each placeholder is showed with a red background and can have a specific string as text.
Table: This node represents a table. When creating a table you enter the amount of elements you want to insert in the table, and for each of these elements a Placeholder is created.
TableCall: A tablecall is used to get a certain element from a table. For this an placeholder is created where you enter the element you want to get.
TableDefinition: This is used to create a table. This has a name for the table, a number of elements in the table and a begin in which we can put the way the table

has to be created.
Value: A value is just a value, representated as a string. When we create a function and we want to give the function a name this functioname is a value, the value of the functionname.

If we take a look at our prestudy document, listing all the requirements we need we can using this implementation a lot of requirements in the ASTs section. Requirement 2.1.1 Making ASTs can be done, as every node has it's own creation function, Requirement 2.1.2 Deleting ASTs can be accomplished by using the sets provided for the nodes. You can delete a node by simply replacing it by a Placeholdernode. Requirement 2.1.3 Replacing parts of ASTs can be completed in the same way as 2.1.2 by using the setChild and setParent functions.

For Requirement 2.1.4 Rendering ASTs to text we have to toString() function provided in each Node. An extra requirement that could have been added here is Translate AST to XML, for which the toXML() function has been created.

3.2 Templates

Templates are the connection between the previous defined nodes and the writing of code. Templates are a predefined number of nodes in an order to create some basic code. This means that we have some templates like and if-then-else function, which is kept as a function node. Other things that are kept in templates are operations, like the +,-,*,/ operators. To make some usefull code we ofcourse make use of things like if-then-else statements and operation, and we're not planning to create them ourselves.

All templates that can be used within the the project are predefined in XML. There is an XML file called templates.xml, the reason we chose this is so people can easily add some templates themselve, without having to browse trough any code. Most people planning to use the app have a basic knowledge of XML and won't have any problem to add these templates to the file.

All stuff conceirning reading templates, writing templates and creating templates are kept in the vub.templates package. Here we have a Templates class, which creates a new template. This in fact does nothing more than adding a name to a function. Next to these we also have a TemplateReader and a TemplateWriter class.

The templateReader class will, making use of the asset mangager read the xml file and then it will loop over all defined templates defined in it. It will check what sort of template it is and then will call the constructorclass of the node of which this template is made. The node will return a new instance of the content of the template and then the template reader will add the newly created node to the right vector that stores the templates.

In total there are 3 vectors storing templates; functions, like if-then-else or when-discovered, operations, like +,-,*,/ and definitions, like blocks, value's, tables,...

After we've read all the templates and they are added to their vector we can read these vectors and create menu's with these templates as possible building blocks for writing code.

Besides reading templates we also write templates. To write templates we have a toXML() function in each node, so the only thing this class needs to do is write the created XML to a file on the tablet's storage. The templateWriter can be used to define own functions and keep them as new templates, or to save the current working file and save this, so we can carry on from the saved file later on.

As templates are made to be easily to implement yourselve only a small number of templates are allready defined in the system. For functions these are templates like if-then-else, when-discovered, while-do, when-becomes, whenever-disconnected, whenever-reconnected, and println. For functions these are the basic functions like addition, substraction, multiplication and devision. In the definitions category we have values, functions, tables, begins, and blocks. These are offcourse not more dependable on the existing nodes and are not as easy to add yourselve like the operations and functions are.

If we take a look at the requirements of the project conceirning templates we have Requirement 2.2.1 Templates Creating ASTs, this template has been fulfilled because of every node has a creator function using templates. Requirement 2.2.2 Creating Templates from XML is fulfilled because of the same functions. The last requirement conceirning templates, Requirement 2.2.3 Create templates from function is fulfilled because of the toXML() function written in each subclass of Node. At the moment there is no buttons yet to add a new function from within the app, but this can easily be added.

3.3 Interface

3.3.1 Rendering of nodes

Besides having the nodes representing the AST internally we still need a way to show them on the screen. To show nodes on the screen we have everything defined in the vub.rendering package. This package contains a Renderer class and subclasses for each type of node. The reason we have created separate classes is to not pinned down to one representation of either the AST or the rendering of the nodes. This means that the AST part of this project can be reused in other projects, or that we can replace the entire way the AST is printed on the screen within the project, to make it, for example run on a pc.

To keep the connection between the AST and the rendering of the AST we have implemented a visitor class called RenderVisitor. This class makes sure that whenever a Node needs to be rendered that we call the right rendering class for this particular node. The only thing the rendering classes need to worry about is how to display a certain node to the screen. For an operation like the addition for example this is making an opening and closing bracket, making an the operatorsign and call the display function of both of the arguements. After this he needs to make sure all of this is shown in the right order and on the right place within the rest of the code.

To handle this we've implemented the RenderManager class, wich is a lay-out engine that manages the places where all separate parts of the code need to be rendered. Thanks to this manager we didn't have to mangaer exact locations within the display function of each node, but we only had to call the lay-out engine saying: render this bit next to the previous code.

To make reading the code a bit easier we gave particular sorts of nodes special attention. When a node is selected it is surrounded by a red square, so you can easily see with what node you are working on the moment. For Placehodler nodes we have chosen to turn the back of the placeholder red. Because a Placeholder is in fact not really usefull in a program, it is easy when you can see where they are situated so you can change them around quite fast.

Next to this the values are shown in blue. These values can be variables, or the name of a function.

3.3.2 Buttons

Next to the Nodes we need more stuff rendered to the screen. These are things like buttons and menu's so we can interact with the code. For menu's an entire separate package is creates called vub.menus. This package contains a base Menu class and some subclasses made for every sort of ASTs, like a definitions menu, a functions menu, an operations menu, a variables menu and a menu for own defined functions. To browse trough all these menu's there is a beginMenu what gives you the opportunity to browse between these other menu's.

For each definition of a value or a function a new buttons is added to the menus representing this. If you for example set the value of variable x to 5 by saying def x = 5 then automatically we will add x to the value menu so you can easily reuse your variable x. The same counts for functions. whenever a new function is made a functionCall node is created and is placed within the MyFunctionsMenu.

Next to the buttons in the menu's 3 other buttons have been created on the screen. These are the save-button the delete-button and the run-button. As you can guess the save button will save the file. It will call the toXML() function of the main node and hand this result to the TeplateWriter so it can be written to an XML file.

The deletebutton is made to delete parts of code. This can be done by dragging code to the bin and dropping it right on it, or selecting a piece of code and then hit the delete button. Every piece of code that gets deleted will be replaced by a Placeholder containing the text ’deleted’.

As a last you have the run button wich will translate the code to AmbientTalk, using the toText() function of the main node, store it in a file and hand it over to the AmbientTalk interpreter situated in the RunAT class in the vub.tiamat package.

3.3.3 Gestures

What makes this app special is that it is made for tablets, using gestures. Therefore a lot of gestures are implemented and all have their own function. To give an overview of what these gestures do we will give a small overview here:

Tap	Tapping on a piece of code will select this piece of code. This will be shown by surrounding it by a red rectangle. Pressing an allready selected piece again wil deselect this piece of code. When a piece is code is selected an you tap on an other piece of code the firs piece of code will be deselected and the new piece will be selected. When a piece of code is selected and you tap somewhere where no code stands then the selected code gets deselected.
Tap and hold	When tap and holding on a piece of code can be compared with paste from a text editor. The piece of code that is currently selected will be copied and pasted to this place.
Rotate	When rotating code it will be commented out.
Zoom	When zooming on a piece of selected code the soom will expand to the surrounding nodes of the selected node.
2 finger scrolling	When scrolling with 2 fingers you can scroll trough the code. This means you change the view of the main page of the app, just like with the scrollbar in a texteditor.
Drag	Dragging code is only usefull when you drop it on a usefull place, like on the bin, so code gets deleted, else it is just placed right where it was again.

3.4 Evaluating code

A next impotant part of the IDE is to evaluating code. To evaluate code we have an extra app to do so. The only thing this needs it a textfile with AmbientTalk code.

To create this code we have to toText() function in every node, so getting this done is not a real problem. So after that we have translated the code to AmbientTalk code, written this code to a textfile and read we only have to call the app, this app will return a resultvalue and then we have to return to TIAMAT. To get all this done we have the RunAT class within the vub.tiamat package.

If we look at the requirements we need we need to meet for evaluating code. Requirement 2.4.1 Writing code to text file is allready fulfilled by the toText() function defined in the Nodes. This combined with writing to a file we have met this requirement.

Requirement 2.4.2 Call external AmbientTalk app is met within the runAT() clall, same count for Requirement 2.4.3 Return to TIAMAT after evaluating code.

Chapter 4

Reflection and future work

4.1 Reflection

4.1.1 Project

The goal of this project was to create an IDE made for tablets. Taking in to acount every advantage and disadvantage of working on a tablet to make programming on the device as easy as possible. While doing research after the matter I've noticed there isn't a lot of similar software around. There are pieces of software which claim to be able to program on tablets, but most of these just give you the possibility to type your code on a tablet and let the typing bying the big disadvantage of a tablet. There is software like TouchDevelop, made by Microsoft, which is made for smartphones and tablets, but here they have designed a new language, which makes making programs for these devices easier, in stead of making programming on these devices easier.

4.1.2 Used software

To create this project I've used MT4Android. This is based on MT4j (MultiTouch for Java) and because this aint a fully supported library by a group of people it gave me some problems along the way. There is the problem that you can't change the size of string in MT4Android. This is an option that isn't translated from MT4j to MT4Android. There are in fact two solutions to this problem, or redefine your own font, which is bigger, or change the code of MT4Android. To learn the code of MT4Android just to change the fontsize was overkill I've decided to go for the first option. But also here I've encountered problems. When I created a new font with a program which creates .fnt files I've noticed that MT4Android does not accept these files as I wanted it to do. Some letters (mostly capitals) where how they were supposed to, and of a bigger font, while the lower case letters weren't at all the symbols I've expected them to be.

A second problem I've encounterd with MT4j was when I wanted to introduce colorcoding. I wanted some keywords to have a different color, just like we are used of a programming language. Here I've noticed that MT4Android had problems with dividing strings in parts, what resulted that whenever I changed color of 1 string I changed colors of all strings. This made it impossible to create colorcoding.

A third problem that could be Androids, or MT4Androids, or mine, is the bad distinction between gestures. I've implemented a rotate gesture and a zoom gesture, but couln't do anything else but notice that my tablet had problems making a distinction between both gestures. When I track down the problems it isn't that hard to see, when I want to do a rotation movement I keep my left finger steady and move my right finger in a circle around my left finger. For a zoom gesture I also keep my left finger steady and slide my right finger in a right-downwarts way, which could be confused with making a circle.

4.2 Future work

TIAMAT was more an experiment about how we can create code using tablets. This means that not the entire language is supported, so expanding the app to cover the entire work could be a nice piece of future work. Even more we could extend the app to cover more than only AmbientTalk as language.

Besides this a various number of features can still be added to the project, like Java selector classes, multiple tabs, speech recognition,...

An other piece of interesting future work could be to spread the app to a various number of users and ask them for feed back. Having a number of people test the app. These people could give reflection on the used gestures for certrain things. Maybe another gestures is more natural than the one used now for a certain task.

Chapter 5

Bibliography