PDF File

End User Interface

On the following page is a very rough mockup of the end user interface. After logging in, the User can select an application (1) from the upper-right corner. This updates the page to show that application (2). Each browser window shows a single app. Users can open multiple browser windows, each with its own app.

Each application (e.g., Main App) has one or more named tabs (3) (e.g., Main, Dumps). When selected, a tab will show a layout of blocks (4) below. Each tab has a defined set of blocks that are laid out by the user to support their needs. Most functionality is provided by these blocks.

The UI is updated either by event messages coming from the Server or user interactions with Blocks. As will be described later, a user action in one block may generate an event message that is consumed by other Blocks who they update themselves.

Let's say that in this example, the Server sends a "dump" event message which the Dumps block [on the left] receives and adds to its display (in this case it adds "XYZ -6%"). Then let's say that the user selects that XYZ -6% line in the Dumps block. This generates a client-side event message which is distributed to all other blocks. Some of those blocks will ignore the message because it is irrelevant to them, while others will use that message to update themselves.

In this example, we can see that they all updated their views as they are away that the "XYZ" part of the message is a specific type of data that they are aware of (as will be discussed, the message data structures that are passed around have some basic semantics so that consumers of messages can interpret the content without having to hard-code relationships between blocks).