

# User Interface

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This document outlines the user interface for the Burrokeet System.

**Warning:**

This document describes functionality that is not yet complete. Each section indicates the stage of development for the functionality described within it.

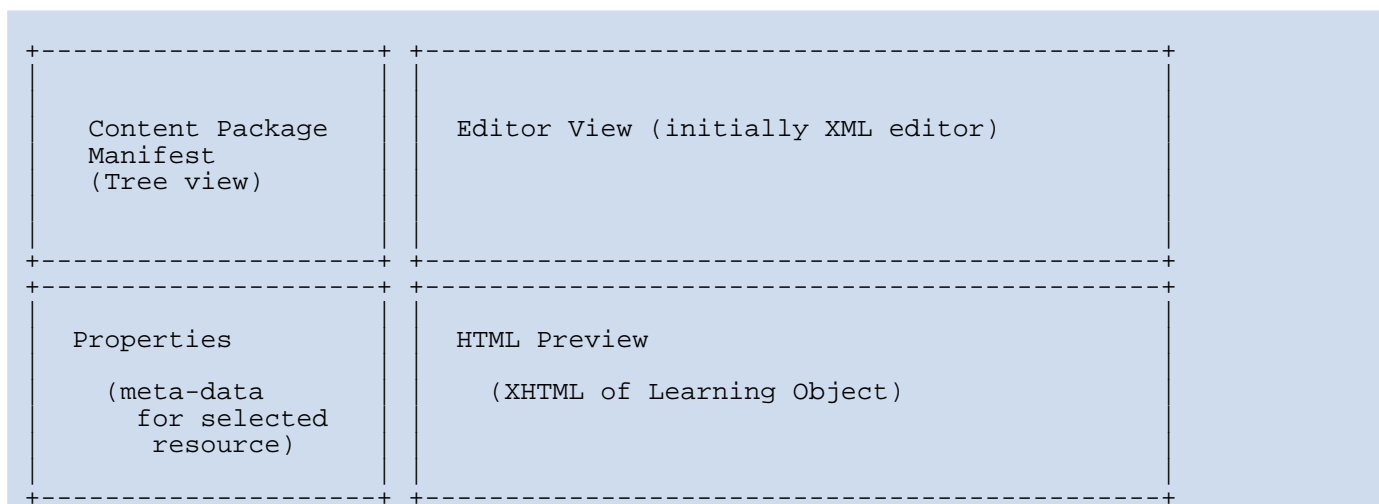
## 1. Terminology

- **View** - an individual graphical interface widget that provides a single editing function.
- **Perspective** - a collection of views that together provide common functionality for a user.

## 2. Perspectives

### 2.1. Content Editing

This is used when editing content, it is not intended for use when designing the structure of the learning object.

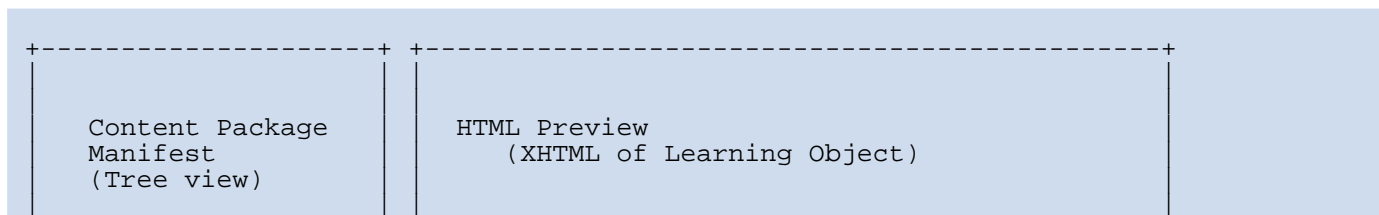


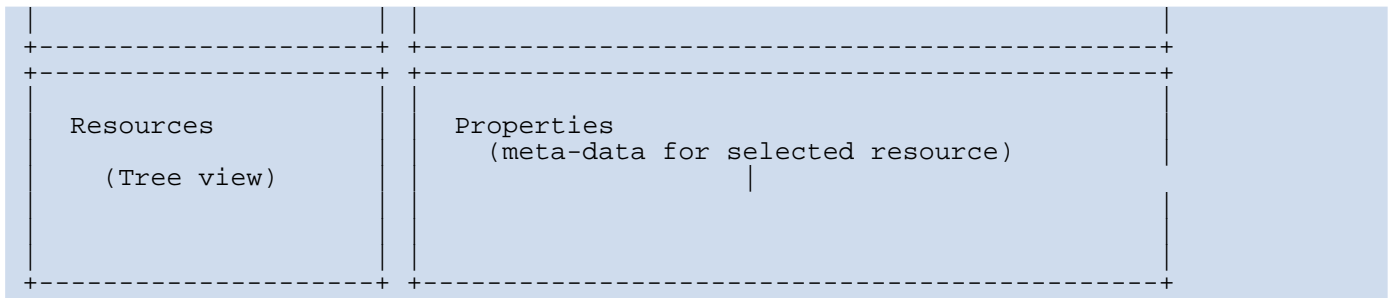
#### 2.1.1. Status

This perspective does not currently exist. The Various views do exist, however, they are not yet integrated into a single perspective.

### 2.2. Content Pacakge Editing

This is used when working with the structure of a Learning Object. Editing of content is not available here, the focus is on editing the meta-data and content structure.





## 2.3. Status

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This perspective is complete although the functionality within it is not yet complete.

## 3. Views

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### 3.1. Resources

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This is a tree representation of all the resources available to the developer. Top level nodes will be either local or repository. Local nodes will represent items stored on disk and accessible through normal disk operations. Repository nodes will represent items stored in a repository and only accessible through the repository API.

#### 3.1.1. Status

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At present this is the default Resource Navigator provided by Eclipse. This provides most of the functionality we need, but also exposes some functionality we do not want (for example Java editing functions).

### 3.2. Content Package

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This is a tree view that provides access to the structure of the content package. It also provides the ability to edit the structure of the content package.

#### 3.2.1. Status

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This view is implemented although full functionality is not yet available.

### 3.3. Editor

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The editor is the place in which individual assets are edited. There are in fact a large number of editors representing many different formats supported by burroket.

#### 3.3.1. status

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The XML editor is implemented and functional.

### 3.4. Properties

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This is a meta-data editor, it provides an interface to the most critical parts of the available meta-data for the currently selected node in the other views. That is, when an item is selected in the Resources view, it shows the meta-data for that resource, in the content view it will show the meta-data for the selected asset and in the Editview it will show the attributes associated with the current selected element.

### 3.4.1. Status

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The properties editor is fully functional.

## 3.5. HTML Preview

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This will show what the content package looks like when viewed in a typical browser using the defined HTML view.

### 3.5.1. Status

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The HTML Preview is fully operational.

## 4. Roadmap

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This section details the expected order of implementation of the functionality discussed in this document. The aim is not to restrict development but to help us think about the best order for development.

1. HTML Preview (Complete)
2. Editor View (XDoc/XHTML) (Complete)
3. Content Package View (In Progress)
4. Properties View (Complete)
5. Resources View (Complete)
6. Content Editing Perspective
7. Content Package Perspective (In Progress)