lintrans

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1 Analysis

One of the topics in the A Level Further Maths course is linear transformations, as represented by matrices. This is a topic all about how vectors move and get transformed in the plane. It's a topic that lends itself exceedingly well to visualization, but students often find it hard to visualize this themselves, and there is a considerable lack of good tools to provide visual intuition on the subject. There is the YouTube series *Essence of Linear Algebra* by 3blue1brown[1], which is excellent, but I couldn't find any good interactive visualizations.

My solution is to develop a desktop application that will allow the user to define 2×2 matrices and view these matrices and compositions thereof as linear transformations of a 2D plane. This will give students a way to get to grips with linear transformations in a more hands-on way, and will give teachers the ability to easily and visually show concepts like the determinant and invariant lines.

1.1 Computational Approach

This solution is particularly well suited to a computational approach since it is entirely focussed on visualizing transformations, which require complex mathematics to properly display. It will also have lots of settings to allow the user to configure aspects of the visualization. As previously mentioned, visualizing transformations in one's own head is difficult, so a piece of software to do it would be very valuable to teachers and learners, but current solutions are considerably lacking.

My solution will make use of abstraction by allowing the user to define a set of matrices which they can use in expressions. This allows them to use a matrix multiple times and they don't have to keep track of any of the numbers. All the actual processing and mathematics happens behind the scenes and the user never has to worry about it - they just compose their defined matrices into transformations. This abstraction allows the user to focus on exploring the transformations themselves without having to do any actual computations. This will make learning the subject much easier, as they will able to gain a visual intuition for linear transformations without worrying about computation until after they've built up that intuition.

I will also employ decomposition and modularization by breaking the project down into many smaller parts, such as one module to keep track of defined matrices, one module to validate and parse matrix expressions, one module for the main GUI, as well as sub-modules for the widgets and dialog boxes, etc. This decomposition allows for simpler project design, easier code maintenance (since module coupling is kept to a minimum, so bugs are isolated in their modules), inheritance of classes to reduce code repetition, and unit testing to inform development. I also intend this unit testing to be automated using GitHub Actions.

Selection will also be used widely in the application. The GUI will provide many settings for visualization, and these settings will need to be checked when rendering the transformation. For example, the user will have the option to render the determinant, so I will need to check this setting on every render cycle and only render the determinant parallelogram if the user has enabled that option. The app will have many options for visualization, which will be useful in learning, but if all these options were being rendered at the same time, then there would be too much information for the user to properly process, so I will let the user configure these display options to their liking and only render the things they want to be rendered.

Validation will also be prevalent because the matrix expressions will need to follow a strict format, which will be validated. The buttons to render and animate the matrix will only be clickable when the given expression is valid, so I will need to check this and update the buttons every time the text in the text box is changed. I will also need to parse matrix expressions so that I can evaluate them properly. All this validation ensures that crashes due to malformed input are practically impossible, and makes the user's life easier since they don't need to worry about if their input is in the right format - the app will tell them.

I will also make use of iteration, primarily in animation. I will have to re-calculate positions and

values to render everything for every frame of the animation and this will likely be done with a simple `for` loop. A `for` loop will allow me to just loop over every frame and use the counter variable as a way to measure how far through the animation we are on each frame. This is preferable to a `while` loop, since that would require me to keep track of which frame we're on with a separate variable.

Finally, the core of the application is visualization, so that will definitely be used a lot. I will have to calculate positions of points and lines based on given matrices, and when animating, I will also have to calculate these matrices based on the current frame. Then I will have to use the rendering capabilities of the GUI framework that I choose to render these calculated points and lines onto a widget, which will form the viewport of the main GUI. I may also have to convert between coordinate systems. I will have the origin in the middle with positive x going to the right and positive y going up, but I may need to convert that to standard computer graphics coordinates with the origin in the top left, positive x going to the right, and positive y going down. This visualization of linear transformations is the core component of the app and is the primary feature, so it is incredibly important.

1.2 Stakeholders

Stakeholders for my app include A Level Further Maths students and teachers, who learn and teach linear transformations respectively. They will be able to provide useful input as to what they would like to see in the app, and they can provide feedback on what they like and what I can add or improve. I already know from experience that linear transformations are tricky to visualize and a computer-based visualization would be useful. My stakeholders agreed with this. Many teachers said that a desktop app that could render and animate linear transformations would be useful in a classroom environment and students said that it would be helpful to have something that they could play around with at home and use to get to grips with matrices and linear transformations.

Some teachers also suggested that it would be useful to have an option to save and load sets of matrices. This would allow them to have a single save file containing some matrices, and then just load this file to use for demonstrations in the classroom. This would probably be quite easy to implement. I could just wrap all the relevant information into one object and use Python's `pickle` module to save the binary data to a file, and then load this data back into the app in a similar way.

My stakeholders agreed that being able to see incremental animation - where, for example, we apply matrix **A** to the current scene, pause, and then apply matrix **B** - would be beneficial. This would be a good demonstration of matrix multiplication being non-commutative. **AB** is not always equal to **BA**. Being able to see this in terms of animating linear transformations would be good for learning.

They also agreed that a tutorial on using the software would be useful, so I plan to implement this through an online written tutorial hosted with GitHub Pages, and perhaps a video tutorial as well. This would make the app much easier to use for people who have never seen it before. It wouldn't be a lesson on the maths itself, just a guide on how to use the software.

1.3 Research on existing solutions

There are actually quite a few web apps designed to help visualize 2D linear transformations but many of them are hard to use and lacking many features.

1.3.1 MIT 'Matrix Vector' Mathlet

Arguably the best app that I found was an MIT 'Mathlet' - a simple web app designed to help visualize a maths concept. This one is called 'Matrix Vector'[2] and allows the user to drag an input vector around the plane and see the corresponding output vector, transformed by a matrix that the user can define, although this definition is finicky since it involves sliders rather than keyboard input.

This app fails in two crucial ways in my opinion. It doesn't show the basis vectors or let the user drag them around, and the user can only define and therefore visualize a single matrix at once. This second problem was common among every solution I found, so I won't mention it again, but it is a big issue in my opinion and my app will allow for multiple matrices. I like the idea of having a draggable input vector and rendering its output, so I will probably have this feature in my app, but I also want the ability to define multiple matrices and be able to drag the basis vectors to visually define a matrix. Being able to drag the basis vectors will help build intuition, so I think this would greatly benefit the app.

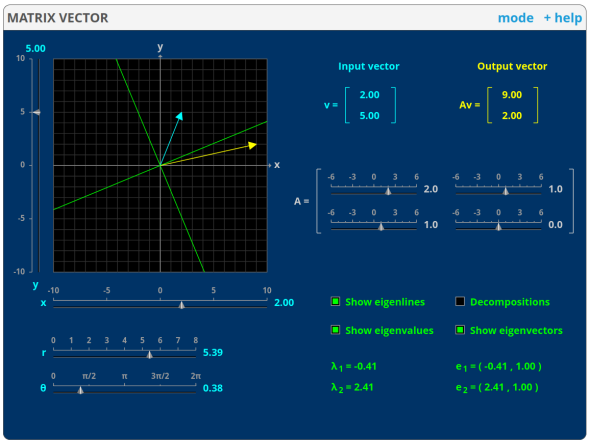


Figure 1: The MIT 'Matrix Vector' Mathlet

However, in the comments on this Mathlet, a user called 'David S. Bruce' suggested that the Mathlet should display the basis vectors, to which a user called 'hrm' (who I assume to be the 'H. Miller' to whom the copyright of the whole website is accredited) replied saying that this Mathlet is primarily focussed on eigenvectors, that it is perhaps badly named, and that displaying the basis vectors 'would make a good focus for a second Mathlet about 2×2 matrices'. This Mathlet does not exist. But I do like the idea of showing the eigenvectors and eigenlines, so I will definitely have that in my app. Showing the invariant lines or lack thereof will help with learning, since these are often hard to visualize.

1.3.2 Linear Transformation Visualizer

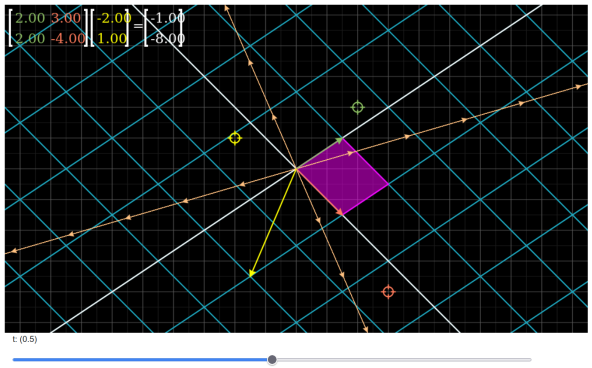


Figure 2: 'Linear Transformation Visualizer' halfway through an animation

Another web app that I found was one simply called 'Linear Transformation Visualizer' by Shad Sharma[3]. This one was similarly inspired by 3blue1brown's YouTube series. This app has the ability to render input and output vectors and eigenlines, but it can also render the determinant parallelogram; it allows the user to drag the basis vectors; and it has the option to snap vectors to the background grid, which is quite useful. It also implements a simple form of animation where the tips of the vectors move in straight lines from where they start to where they end, and the animation is controlled by dragging a slider labelled t. This isn't particularly intuitive.

I really like the vectors snapping to the grid, the input and output vectors, and rendering the determinant. This app also renders positive and negative determinants in different colours, which is really nice - I intend to use that idea in my own app, since it helps create understanding about negative determinants in terms of orientation changes. However, I think that the animation system here is flawed and not very easy to use. My animation will likely be a button, which just triggers an animation, rather than a slider. I also don't like the way vector dragging is handled. If you click anywhere on the grid, then the closest vector target (the final position of the target's associated vector) snaps to that location. I think it would be more intuitive to have to drag the vector from its current location to where you want it. This was also a problem with the MIT Mathlet.

1.3.3 Desmos app

One of the solutions I found was a Desmos app[4], which was quite hard to use and arguably overcomplicated. Desmos is not designed for this kind of thing - it's designed to graph pure mathematical functions - and it shows here. However, this app brings some really interesting ideas to the table, mainly functions. This app allows you to define custom functions and view them before and after the transformation. This is achieved by treating the functions parametrically as the set of points $(t, f(t))$ and then transforming each coordinate by the given matrix to get a new coordinate.

Desmos does this for every point and then renders the resulting transformed function parametrically. This is a really interesting technique and idea, but I'm not going to use it in my app. I don't think arbitrary functions fit with the linearity of the whole app, and I don't think it's necessary. It's just overcomplicating things, and rendering it on a widget would be tricky, because I'd have to render every point myself, possibly using something like OpenGL. It's just not worth implementing.

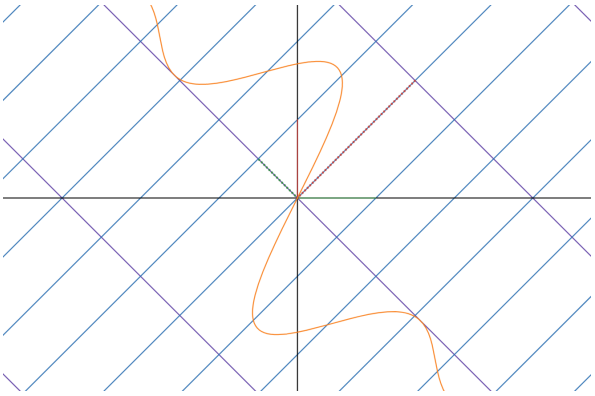


Figure 3: The Desmos app halfway through an animation, rendering $f(x) = \frac{\sin^2 x}{x}$ in orange

Additionally, this Desmos app makes things quite hard to see. It's hard to tell where any of the vectors are - they just get lost in the sea of grid lines. This image also hides some of the extra information. For instance, this image doesn't show the original function $f(x) = \frac{\sin^2 x}{x}$, only the transformed version. This app easily gets quite cluttered. I will give my vectors arrowheads to make them easily identifiable amongst the grid lines.

1.3.4 Visualizing Linear Transformations

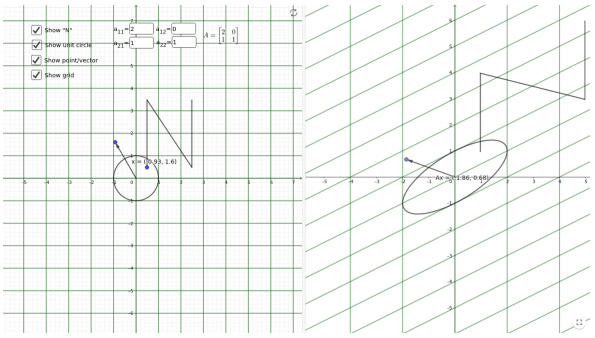


Figure 4: The GeoGebra applet rendering its default matrix

The last solution that I want to talk about is a GeoGebra applet simply titled 'Visualizing Linear Transformations'[5]. This applet has input and output vectors, original and transformed grid lines, a unit circle, and the letter N. It allows the user to define a matrix as 4 numbers and view the aforementioned N (which the user can translate to anywhere on the grid), the unit circle, the input/output vectors, and the grid lines. It also has the input vector snapping to integer coordinates, but that's a standard part of GeoGebra.

I've already talked about most of these features but the thing I wanted to talk about here is the N. I don't particularly want the letter N to be a prominent part of my own app, but I really like the idea of being able to define a custom polygon and see how that polygon gets transformed by a given transformation. I think that would really help with building intuition and it shouldn't be too hard to implement.

1.4 Essential features

The primary aim of this application is to visualize linear transformations, so this will obviously be the centre of the app and an essential feature. I will have a widget which can render a background grid and a second version of the grid, transformed according to a user-defined matrix expression. This is necessary because it is the entire purpose of the app. It's designed to visualize linear transformations

and would be completely useless without this visual component. I will give the user the ability to render a custom matrix expression containing matrices they have previously defined, as well as reset the canvas to the default identity matrix transformation. This will obviously require an input box to enter the expression, a render button, a reset button, and various dialog boxes to define matrices in different ways. I want the user to be able to define a matrix as a set of 4 numbers, and by dragging the basis vectors i and j. These dialogs will allow the user to define new matrices to be used in expressions, and having multiple ways to do it will make it easier, and will aid learning.

Another essential feature is animation. I want the user to be able to smoothly animate between matrices. I see two options for how this could work. If **C** is the matrix for the currently displayed transformation, and **T** is the matrix for the target transformation, then we could either animate from **C** to **T** or we could animate from **C** to **TC**. I would probably call these transitional and applicative animation respectively. Perhaps I'll give the user the option to choose which animation method they want to use. Either way, animation is used in most of the alternative solutions that I found, and it's a great way to build intuition, by allowing students to watch the transformation happen in real time. Compared to simply rendering the transformations, animating them would profoundly benefit learning, and since that's the main aim of the project, I think animation is a necessary part of the app.

Something that I thought was a big problem in every alternative solution I found was the fact that the user could only visualize a single matrix at once. I see this as a fatal flaw and I will allow the user to define 25 different matrices (all capital letters except **I** for the identity matrix) and use all of them in expressions. This will allow teachers to define multiple matrices and then just change the expression to demonstrate different concepts rather than redefine a new transformation every time. It will also make things easier for students as it will allow them to visualize compositions of different matrix transformations without having to do any computations themselves.

Additionally, being able to show information on the currently displayed matrix is an essential tool for learning. Rendering things like the determinant parallelogram and the invariant lines of the transformation will greatly assist with learning and building understanding, so I think that having the option to render these attributes of the currently displayed transformation is necessary for success.

1.5 Limitations

The main limitation in this app is likely to be drawing grid lines. Most transformations will be fine but in some cases, the app will be required to draw potentially thousands of grid lines on the canvas and this will probably cause noticeable lag, especially in the animations. I will have to artificially limit the number of grid lines that can be drawn on the screen. This won't look fantastic, because it means that the grid lines will only extend a certain distance from the origin, but it's an inherent limitation of computers. Perhaps if I was using a faster, compiled language like C++ rather than Python, this processing would happen faster and I could render more grid lines, but it's impossible to render all the grid lines and any implementation of this idea must limit them for performance.

An interesting limitation is that I don't think I'll implement panning. I suspect that I'll have to convert between coordinate systems and having the origin in the centre of the canvas will probably make the code much simpler. Also, linear transformations always leave the origin fixed, so always having it in the centre of the canvas seems thematically appropriate. Panning is certainly an option - the Desmos solution in §1.3.3 and GeoGebra solution in §1.3.4 both allow panning as a default part of Desmos and GeoGebra respectively, for example - but I don't think I'll implement it myself. I just don't think it's worth it.

I'm also not going to do any work with 3D linear transformations. 3D transformations are often harder to visualize and thus it would make sense to target them in an app like this, designed to help with learning and intuition, but 3D transformations are also harder to code. I would have to use a full graphics package rather than a simple widget, and I think it would be too much work for this project and I wouldn't be able to do it in the time frame. It's definitely a good idea, but I'm currently incapable of creating an app like that.

There are other limitations inherent to matrices. For instance, it's impossible to take an inverse of a singular matrix. There's nothing I can do about that without rewriting most of mathematics. Matrices can also only represent linear transformations. There's definitely a market for an app that could render any arbitrary transformation from $\mathbb{R}^2 \to \mathbb{R}^2$ - I know I'd want an app like that - but matrices can only represent linear transformations, so those are the only kind of transformations that I'll be looking at with this project.

1.6 Hardware and software requirements

1.6.1 Hardware

Hardware requirements for the project are the same between the release and development environments and they're quite simple. I expect the app to require a processor with at least 1 GHz clock speed, `$BINARY_SIZE` free disk space, and about 1 GB of available RAM. The processor and RAM requirements are needed by the Python runtime and mainly by Qt5 - the GUI library I'll be using. The `$BINARY_SIZE` disk space is just for the executable binary that I'll compile for the public release. The code itself is less than 1 MB, but the compiled binary has to package all the dependencies and the entire CPython runtime to allow it to run on systems that don't have that, so the file size is much bigger.

I will also require that the user has a monitor that is at least 1920×1080 pixels in resolution. This isn't necessarily required, because the app will likely run in a smaller window, but a HD monitor is highly recommended. This allows the user to go fullscreen if they want to, and it gives them enough resolution to easily see everything in the app. A large, wall-mounted screen is also highly recommended for use in the classroom, although this is common among schools.

I will also require a keyboard with all standard Latin alphabet characters. This is because the matrices are defined as uppercase Latin letters. Any UK or US keyboard will suffice for this. The app will also require a mouse with at least one button. I don't intend to have right click do anything, so only the primary mouse button is required, although getting a single button mouse to actually work on modern computers is probably quite a challenge. A separate mouse is not strictly required - a laptop trackpad is equally sufficient.

1.6.2 Software

Software requirements differ slightly between release and development, although everything that the release environment requires is also required by the development environment. I will require a modern operating system - namely Windows 10 or later, macOS 10.9 'Mavericks'[1] or later, or any modern Linux distro[2]. Basically, it just requires an operating system that is compatible with Python 3.10 and Qt5, since I'll be using these in the project. Of course, Qt5 will need to be installed on the user's computer, although it's standard pretty much everywhere these days.

Python 3.10 won't actually be required for the end user, because I will be compiling the app into a stand-alone binary executable for release, and this binary will contain the required Python runtime and dependencies. However, if the user wishes to download and run the source code themself, then they will need Python 3.10 and the package dependencies: `numpy`, `nptyping`, and `pyqt5`. These can be automatically installed with the command `python -m pip install -r requirements.txt` from the root of the repository. `numpy` is a maths library that allows for fast matrix maths; `nptyping` is used by `mypy` for type-checking and isn't actually a runtime dependency but the imports in the `typing` module fail if it's not installed at runtime; and `pyqt5` is a library that just allows interop between Python and Qt5, which is originally a C++ library.

[1] Python 3.10 won't compile on any earlier versions of macOS[6]

[2] Specifying a Linux version is practically impossible. Python 3.10 isn't available in many package repositories, but will compile on any modern distro. Qt5 is available in many package repositories and can be compiled on any `x86` or `x86_64` generic Linux machine with `gcc` version 5 or later[7]

In the development environment, I use PyCharm for actually writing my code, and I use a virtual environment to isolate my project dependencies. There are also some development dependencies listed in the file `dev_requirements.txt`. They are: `mypy`, `pyqt5-stubs`, `flake8`, `pycodestyle`, `pydocstyle`, and `pytest`. `mypy` is a static type checker[3]; `pyqt5-stubs` is a collection of type annotations for the PyQt5 API for `mypy` to use; `flake8`, `pycodestyle`, and `pydocstyle` are all linters; and `pytest` is a unit testing framework. I use these libraries to make sure my code is good quality and actually working properly during development.

1.7 Success criteria

The main aim of the app is to help teach students about linear transformations. As such, the primary measure of success will be letting teachers get to grips with the app and then asking if they would use it in the classroom or recommend it to students to use at home.

Additionally, the app must fulfil some basic requirements:

1. It must allow the user to define multiple matrices in at least two different ways (numerically and visually)
2. It must be able to validate arbitrary matrix expressions
3. It must be able to render any valid matrix expression
4. It must be able to animate any valid matrix expression
5. It must be able to display information about the currently rendered transformation (determinant, eigenlines, etc.)
6. It must be able to save and load sessions (defined matrices, display settings, etc.)
7. It must allow the user to define and transform arbitrary polygons

Defining multiple matrices is a feature that I thought was lacking from every other solution I researched, and I think it would make the app much easier to use, so I think it's necessary for success. Validating matrix expressions is necessary because if the user tries to render an expression that doesn't make sense, has an undefined matrix, or contains the inverse of a singular matrix, then we have to disallow that or else the app will crash.

Visualizing matrix expressions as linear transformations is the core part of the app, so basic rendering of them is definitely a requirement for success. Animating these expressions is also a pretty crucial part of the app, so I would consider this necessary for success. Displaying the information of a matrix transformation is also very useful for building understanding, so I would consider this needed to succeed.

Saving and loading isn't strictly necessary for success, but it is a standard part of many apps, so will likely be expected by users, and it will benefit the app by allowing teachers to plan lessons in advance and save the matrices they've defined for that lesson to be loaded later.

Transforming polygons is the lowest priority item on this list and will likely be implemented last, but it would definitely benefit learning. I wouldn't consider it necessary for success, but it would be very good to include, and it's certainly a feature that I want to have.

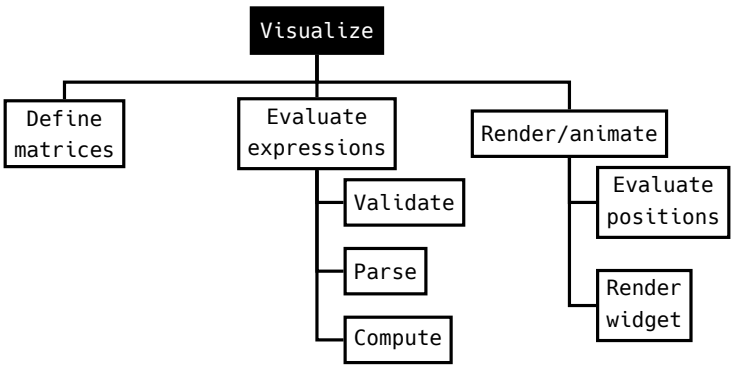
If the majority of teachers would use and/or recommend the app and it meets all of these points, then I will consider the app as a whole to be a success.

[3]Python has weak, dynamic typing with optional type annotations but `mypy` enforces these static type annotations

2 Design

2.1 Problem decomposition

I have decomposed the problem of visualization as follows:



Defining matrices is key to visualization because we need to have matrices to actually visualize. This is a key part of the app, and the user will be able to define multiple separate matrices numerically and visually using the GUI.

Evaluating expressions is another key part of the app and can be further broken down into validating, parsing, and computing the value. Validating an expression simply consists of checking that it adheres to a set of syntax rules for matrix expressions, and that it only contains matrices which have already been defined. Parsing consists of breaking an expression down into tokens, which are then much easier to evaluate. Computing the expression with these tokens is then just a series of simple operations, which will produce a final matrix at the end.

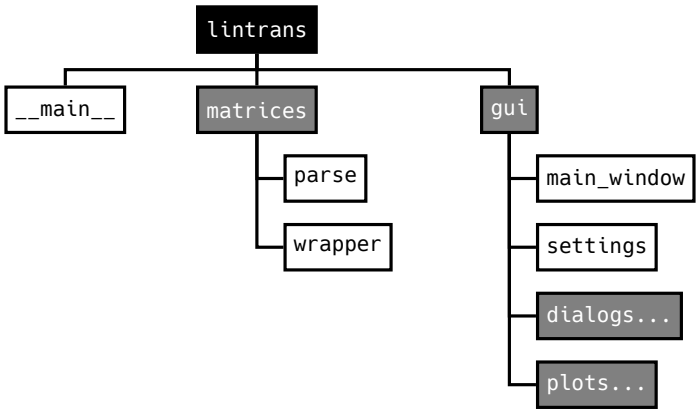
Rendering and animating will likely be the largest part in reality, but I've only decomposed it into simple blocks here. Evaluating positions involves evaluating the matrix expression that the user has input and using the columns of the resultant matrix to find the new positions of the basis vectors, and then extrapolating this for the rest of the plane. Rendering onto the widget is likely to be quite complicated and framework-dependent, so I've abstracted away the details for brevity here. Rendering will involve using the previously calculated values to render grid lines and vectors. Animating will probably be a `for` loop which just renders slightly different matrices onto the widget and sleeps momentarily between frames.

I have deliberately broken this problem down into parts that can be easily translated into modules in my eventual coded solution. This is simply to ease the design and development process, since now I already know my basic project structure. This problem could've been broken down into the parts that the user will directly interact with, but that would be less useful to me when actually starting development, since I would then have to decompose the problem differently to write the actual code.

2.2 Structure of the solution

2.2.1 The main project

I have decomposed my solution like so:



The `lintrans` node is simply the root of the whole project. `__main__` is the Python way to make the project executable as `python -m lintrans` on the command line. For release, I will package it into a standalone binary executable.

`matrices` is the package that will allow the user to define, validate, parse, evaluate, and use matrices. The `parse` module will contain functions to validate matrix expressions - likely using regular expressions - and functions to parse matrix expressions. It will not know which matrices are defined, so validation will be naïve and evaluation will be elsewhere. The `wrapper` module will contain a `MatrixWrapper` class, which will hold a dictionary of matrix names and values. It is this class which will have aware validation - making sure that all matrices are actually defined - as well the ability to evaluate matrix expressions, in addition to its basic behaviour of setting and getting matrices. This `matrices` package will also have a `create_rotation_matrix` function that will generate a rotation matrix from an angle using the formula $\begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$. It will be in the `wrapper` module since it's related to defining and manipulating matrices, but it will be exported and accessible as `lintrans.matrices.create_rotation_matrix`.

`gui` is the package that will contain all the frontend code for everything GUI-related. `main_window` is the module that will contain a `LintransMainWindow` class, which will act as the main window of the application and have an instance of `MatrixWrapper` to keep track of which matrices are defined and allow for evaluation of matrix expressions. It will also have methods for rendering and animating matrix expressions, which will be connected to buttons in the GUI. This module will also contain a simple `main()` function to instantiate and launch the application GUI.

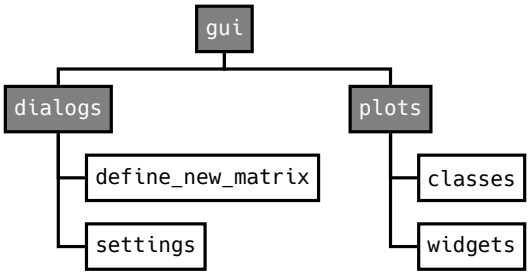
The `settings` module will contain a `DisplaySettings` dataclass[4] that will represent the settings for visualizing transformations. The `LintransMainWindow` class will have an instance of this class and check against it when rendering things. The user will be able to open a dialog to change these display settings, which will update the main window's instance of this class.

The `settings` module will also have a `GlobalSettings` class, which will represent the global settings for the application, such as the logging level, where to save the logs, whether to ask the user if they want to be prompted with a tutorial whenever they open the app, etc. This class will have defaults for everything, but the constructor will try to read these settings from a config file if possible. This allows for persistent settings between sessions. This config file will be `~/.config/lintrans.conf` on Unix-like systems, including macOS, and `C:\Users\%USER%\AppData\Roaming\lintrans\config.txt` on Windows. This difference is to remain consistent with operating system conventions[5].

[4] This is the Python equivalent of a `struct` or `record` in other languages

[5] And also to avoid confusing Windows users with a `.conf` file

2.2.2 The `gui` subpackages



The `dialogs` subpackage will contain modules with different dialog classes. It will have a `define_new_matrices` module, which will have a `DefineDialog` abstract superclass. It will also contain classes that inherit from this superclass and provide dialogs for defining new matrices visually, numerically, and as an expression in terms of other matrices. Additionally, this subpackage will contain a `settings` module, which will provide a `SettingsDialog` superclass and a `DisplaySettingsDialog` class, which will allow the user to configure the aforementioned display settings. It will also have a `GlobalSettingsDialog` class, which will similarly allow the user to configure the app's global settings through a dialog.

The `plots` subpackage will have a `classes` module and a `widgets` module. The `classes` module will have the abstract superclasses `BackgroundPlot` and `VectorGridPlot`. The former will provide helped methods to convert between coordinate systems and draw the background grid, while the latter will provide helper methods to draw transformations and their components. It will have `point_i` and `point_j` attributes and will provide methods to draw the transformed version of the grid, the vectors and their arrowheads, the eigenlines of the transformation, etc. These methods can then be called from the Qt5 `paintEvent` handler which will be declared abstract and must therefore be implemented by all subclasses.

The `plots` subpackage will also contain a `widgets` module, which will have the classes `VisualizeTransformationWidget` and `DefineVisuallyWidget`, both of which will inherit from `VectorGridPlot`. They will both implement their own `paintEvent` handler to actually draw the respective widgets, and `DefineVisuallyWidget` will also implement handlers for mouse events, allowing the user to drag around the basis vectors.

It's also worth noting here that I don't currently know how I'm going to implement the transformation of arbitrary polygons. It will likely consist of an attribute in `VisualizeTransformationWidget` which is a list of points, and these points can be dragged around with mouse event handlers and then the transformed versions can be rendered, but I'm not yet sure about how I'm going to implement it.

2.3 Algorithm design

This section will be completed later.

2.4 Usability features

My main concern in terms of usability is colour. In the 3blue1brown videos on linear algebra, red and green are used for the basis vectors, but these colours are often hard to distinguish in most common forms of colour blindness. The most common form is deuteranopia[8], which makes red and green look incredibly similar. I will use blue and red for my basis vectors. These colours are easy to distinguish for people with deuteranopia and protanopia - the two most common forms of colour blindness. Tritanopia makes it harder to distinguish blue and yellow, but my colour scheme is still be accessible for people with tritanopia, as red and blue are very distinct in this form of colour blindness.

I will probably use green for the eigenvectors and eigenlines, which will be hard to distinguish from the red basis vector for people with red-green colour blindness, but I think that the basis vectors and

eigenvectors/eigenlines will look physically different enough from each other that the colour shouldn't be too much of a problem. Additionally, I will use a tool called Color Oracle[9] to make sure that my app is accessible to people with different forms of colour blindness[6].

Another solution would be to have one default colour scheme, and allow the user to change the colour scheme to something more accessible for colour blind people, but I don't see the point in this. I think it's easier for colour blind people to just have the main colour scheme be accessible, and it's not really an inconvenience to non-colour blind people, so I think this is the best option.

The layout of my app will be self-consistent and follow standard conventions. I will have a menu bar at the top of the main window for actions like saving and loading, as well as accessing the tutorial (which will also be accessible by pressing `F1` at any point) and documentation. The dialogs will always have the confirm button in the bottom right and the cancel button just to the left of that. They will also have the matrix name drop-down on the left. This consistency will make the app easier to learn and understand.

I will also have hotkeys for everything that can have hotkeys - buttons, checkboxes, etc. This makes my life easier, since I'm used to having hotkeys for everything, and thus makes the app faster to test because I don't need to click everything. This also makes things easier for other people like me, who prefer to stay at the keyboard and not use the mouse. Obviously a mouse will be required for things like dragging basis vectors and polygon vertices, but hotkeys will be available wherever possible to help people who don't like using the mouse or find it difficult.

2.5 Variables and validation

This project won't actually have many variables. The main ones will be instance attributes on the `LintransMainWindow` class. It will have a `MatrixWrapper` instance, a `DisplaySettings` instance, and a `GlobalSettings` instance. These will handle the matrices and various settings respectively. Having these as instance attributes allows them to be referenced from any method in the class, and Qt5 uses lots of slots (basically callback methods) and handlers, so it's good to be able to access the attributes I need right there rather than having to pass them around from method to method.

The `MatrixWrapper` class will have a dictionary of names and matrices. The names will be single letters[7] and the matrices will be of type `MatrixType`. This will be a custom type alias representing a 2×2 `numpy` array of floats. When setting the values for these matrices, I will have to manually check the types. This is because Python has weak typing, and if we got, say, an integer in place of a matrix, then operations would fail when trying to evaluate a matrix expression, and the program would crash. To prevent this, we have to validate the type of every matrix when it's set. I have chosen to use a dictionary here because it makes accessing a matrix by its name easier. We don't have to check against a list of letters and another list of matrices, we just index into the dictionary.

The settings dataclasses will have instance attributes for each setting. Most of these will be booleans, since they will be simple binary options like *Show determinant*, which will be represented with checkboxes in the GUI. The `DisplaySettings` dataclass will also have an attribute of type `int` representing the time in milliseconds to pause during animations.

The `DefineDialog` superclass have a `MatrixWrapper` instance attribute, which will be a parameter in the constructor. When `LintransMainWindow` spawns a definition dialog (which subclasses `DefineDialog`), it will pass in a copy of its own `MatrixWrapper` and connect the `accepted` signal for the dialog. The slot (method) that this signal is connected to will get called when the dialog is closed with the *Confirm* button[8]. This allows the dialog to mutate its own `MatrixWrapper` object and then the main window can copy that mutated version back into its own instance attribute when the user confirms the change. This reduces coupling and makes everything easier to reason about and debug, as well as reducing

[6] I actually had to clone a fork of this project[10] to get it working on Ubuntu 20.04 and adapt it slightly to create a working `jar` file

[7] I would make these `char` but Python only has a `str` type for strings

[8] Actually when the dialog calls `.accept()`. The `Confirm` button is actually connected to a method which first takes the info and updates the instance `MatrixWrapper`, and then calls `.accept()`

the number of bugs, since the classes will be independent of each other. In another language, I could pass a pointer to the wrapper and let the dialog mutate it directly, but this is potentially dangerous, and Python doesn't have pointers anyway.

Validation will also play a very big role in the application. The user will be able to enter matrix expressions and these must be validated. I will define a BNF schema and either write my own RegEx or use that BNF to programmatically generate a RegEx. Every matrix expression input will be checked against it. This is to ensure that the matrix wrapper can actually evaluate the expression. If we didn't validate the expression, then the parsing would fail and the program could crash. I've chosen to use a RegEx here rather than any other option because it's the simplest. Creating a RegEx can be difficult, especially for complicated patterns, but it's then easier to use it. Also, Python can compile a RegEx pattern, which makes it much faster to match against, so I will compile the pattern at initialization time and just compare expressions against that pre-compiled pattern, since we know it won't change at runtime.

Additionally, the buttons to render and animate the current matrix expression will only be enabled when the expression is valid. Textboxes in Qt5 emit a `textChanged` signal, which can be connected to a slot. This is just a method that gets called whenever the text in the textbox is changed, so I can use this method to validate the input and update the buttons accordingly. An empty string will count as invalid, so the buttons will be disabled when the box is empty.

I will also apply this matrix expression validation to the textbox in the dialog which allows the user to define a matrix as an expression involving other matrices, and I will validate the input in the numeric definition dialog to make sure that all the inputs are floats. Again, this is to prevent crashes, since a matrix with non-number values in it will likely crash the program.

2.6 Iterative test data

In unit testing, I will test the validation, parsing, and generation of rotation matrices from an angle. I will also unit test the utility functions for the GUI, like `is_valid_float`.

For the validation of matrix expressions, I will have data like the following:

Valid	Invalid
`"A"`	`""`
`"AB"`	`"A^"`
`"-3.4A"`	`"rot()"`
`"A^2"`	`"A^{2"`
`"A^T"`	`"^12"`
`"A^{-1}"`	`"A^3.2"`
`"rot(45)"`	`"A^B"`
`"3A^{12}"`	`".A"`
`"2B^2+A^TC^{-1}"`	`"--A"`
`"3.5A^45.6rot(19.2^T-B^-14.1C^5"`	`"A--B"`

This list is not exhaustive, mostly to save space and time, but the full unit testing code is included in appendix B.

The invalid expressions presented here have been chosen to be almost valid, but not quite. They are edge cases. I will also test blatantly invalid expressions like `"This is a matrix expression"` to make sure the validation works.

Here's an example of some test data for parsing:

Input	Expected
`"A"`	`[[("", "A", "")]]`
`"AB"`	`[[("", "A", ""), ("", "B", "")]]`
`"2A+B^2"`	`[[("2", "A", ""), ("", "B", "2")]]`
`"3A^T2.4B^{-1}-C"`	`[[("3", "A", "T"), ("2.4", "B", "-1")], [("-1", "C", "")]]`

The parsing output is pretty verbose and this table doesn't have enough space for most of the more complicated inputs, so here's a monster one:

```
"2.14A^{3} 4.5rot(14.5)^-1 + 8.5B^T 5.97C^14 - 3.14D^{-1} 6.7E^T"
```

which should parse to give:

```
[[("2.14", "A", "3"), ("4.5", "rot(14.5)", "-1")], [("8.5", "B", "T"), ("5.97", "C", "14")],
                        [("-3.14", "D", "-1"), ("6.7", "E", "T")]]
```

Any invalid expression will also raise a parse error, so I will check every invalid input previously mentioned and make sure it raises the appropriate error.

Again, this section is brief to save space and time. All unit tests are included in appendix B.

2.7 Post-development test data

This section will be completed later.

3 Development

Please note, throughout this section, every code snippet will have two comments at the top. The first is the git commit hash that the snippet was taken from[9]. The second comment is the file name. The line numbers of the snippet reflect the line numbers of the file from where the snippet was taken. After a certain point, I introduced copyright comments at the top of every file. These are always omitted here.

3.1 Matrices backend

3.1.1 `MatrixWrapper` class

The first real part of development was creating the `MatrixWrapper` class. It needs a simple instance dictionary to be created in the constructor, and it needs a way of accessing the matrices. I decided to use Python's `__getitem__()` and `__setitem__()` special methods[12] to allow indexing into a `MatrixWrapper` object like `wrapper['M']`. This simplifies using the class.

```
# 29ec1fedbf307e3b7ca731c4a381535fec899b0b
# src/lintrans/matrices/wrapper.py
```

```python
"""A module containing a simple MatrixWrapper class to wrap matrices and context."""

import numpy as np

from lintrans.typing import MatrixType


class MatrixWrapper:
    """A simple wrapper class to hold all possible matrices and allow access to them."""

    def __init__(self):
        """Initialise a MatrixWrapper object with a matrices dict."""
        self._matrices: dict[str, MatrixType | None] = {
            'A': None, 'B': None, 'C': None, 'D': None,
            'E': None, 'F': None, 'G': None, 'H': None,
            'I': np.eye(2),  # I is always defined as the identity matrix
            'J': None, 'K': None, 'L': None, 'M': None,
            'N': None, 'O': None, 'P': None, 'Q': None,
            'R': None, 'S': None, 'T': None, 'U': None,
            'V': None, 'W': None, 'X': None, 'Y': None,
            'Z': None
        }

    def __getitem__(self, name: str) -> MatrixType | None:
        """Get the matrix with `name` from the dictionary.

        Raises:
            KeyError:
                If there is no matrix with the given name
        """
        return self._matrices[name]

    def __setitem__(self, name: str, new_matrix: MatrixType) -> None:
        """Set the value of matrix `name` with the new_matrix.

        Raises:
            ValueError:
                If `name` isn't a valid matrix name
        """
        name = name.upper()

        if name == 'I' or name not in self._matrices:
            raise NameError('Matrix name must be a capital letter and cannot be "I"')
```

[9] A history of all commits can be found in the GitHub repository[11]

```
44
45              self._matrices[name] = new_matrix
```

This code is very simple. The constructor (`__init__()`) creates a dictionary of matrices which all start out as having no value, except the identity matrix **I**. The `__getitem__()` and `__setitem__()` methods allow the user to easily get and set matrices just like a dictionary, and `__setitem__()` will raise an error if the name is invalid. This is a very early prototype, so it doesn't validate the type of whatever the user is trying to assign it to yet. This validation will come later.

I could make this class subclass `dict`, since it's basically just a dictionary at this point, but I want to extend it with much more functionality later, so I chose to handle the dictionary stuff myself.

I then had to write unit tests for this class, and I chose to do all my unit tests using a framework called `pytest`.

```
# 29ec1fedbf307e3b7ca731c4a381535fec899b0b
# tests/test_matrix_wrapper.py

"""Test the MatrixWrapper class."""

import numpy as np
import pytest
from lintrans.matrices import MatrixWrapper

valid_matrix_names = 'ABCDEFGHJKLMNOPQRSTUVWXYZ'
test_matrix = np.array([[1, 2], [4, 3]])


@pytest.fixture
def wrapper() -> MatrixWrapper:
    """Return a new MatrixWrapper object."""
    return MatrixWrapper()


def test_get_matrix(wrapper) -> None:
    """Test MatrixWrapper.__getitem__()."""
    for name in valid_matrix_names:
        assert wrapper[name] is None

    assert (wrapper['I'] == np.array([[1, 0], [0, 1]])).all()


def test_get_name_error(wrapper) -> None:
    """Test that MatrixWrapper.__getitem__() raises a KeyError if called with an invalid name."""
    with pytest.raises(KeyError):
        _ = wrapper['bad name']
        _ = wrapper['123456']
        _ = wrapper['Th15 Is an 1nV@l1D n@m3']
        _ = wrapper['abc']


def test_set_matrix(wrapper) -> None:
    """Test MatrixWrapper.__setitem__()."""
    for name in valid_matrix_names:
        wrapper[name] = test_matrix
        assert (wrapper[name] == test_matrix).all()


def test_set_identity_error(wrapper) -> None:
    """Test that MatrixWrapper.__setitem__() raises a NameError when trying to assign to I."""
    with pytest.raises(NameError):
        wrapper['I'] = test_matrix


def test_set_name_error(wrapper) -> None:
    """Test that MatrixWrapper.__setitem__() raises a NameError when trying to assign to an invalid name."""
    with pytest.raises(NameError):
        wrapper['bad name'] = test_matrix
        wrapper['123456'] = test_matrix
```

```
52          wrapper['Th15 Is an 1nV@l1D n@m3'] = test_matrix
53          wrapper['abc'] = test_matrix
```

These tests are quite simple and just ensure that the expected behaviour works the way it should, and that the correct errors are raised when they should be. It verifies that matrices can be assigned, that every valid name works, and that the identity matrix **I** cannot be assigned to.

The function decorated with `@pytest.fixture` allows functions to use a parameter called `wrapper` and `pytest` will automatically call this function and pass it as that parameter. It just saves on code repetition.

3.1.2 Rudimentary parsing and evaluating

This first thing I did here was improve the `__setitem__()` and `__getitem__()` methods to validate input and easily get transposes and simple rotation matrices.

```
# f89fc9fd8d5917d07557fc50df3331123b55ad6b
# src/lintrans/matrices/wrapper.py
```

```
60      def __setitem__(self, name: str, new_matrix: MatrixType) -> None:
61          """Set the value of matrix `name` with the new_matrix.
62
63          :param str name: The name of the matrix to set the value of
64          :param MatrixType new_matrix: The value of the new matrix
65          :rtype: None
66
67          :raises NameError: If the name isn't a valid matrix name or is 'I'
68          """
69          if name not in self._matrices.keys():
70              raise NameError('Matrix name must be a single capital letter')
71
72          if name == 'I':
73              raise NameError('Matrix name cannot be "I"')
74
75          # All matrices must have float entries
76          a = float(new_matrix[0][0])
77          b = float(new_matrix[0][1])
78          c = float(new_matrix[1][0])
79          d = float(new_matrix[1][1])
80
81          self._matrices[name] = np.array([[a, b], [c, d]])
```

In this method, I'm now casting all the values to floats. This is very simple validation, since this cast will raise `ValueError` if it fails to cast the value to a float. I should've declared `:raises ValueError:` in the docstring, but this was an oversight at the time.

```
# f89fc9fd8d5917d07557fc50df3331123b55ad6b
# src/lintrans/matrices/wrapper.py
```

```
27      def __getitem__(self, name: str) -> Optional[MatrixType]:
28          """Get the matrix with the given name.
29
30          If it is a simple name, it will just be fetched from the dictionary.
31          If the name is followed with a 't', then we will return the transpose of the named matrix.
32          If the name is 'rot()', with a given angle in degrees, then we return a new rotation matrix with that angle.
33
34          :param str name: The name of the matrix to get
35          :returns: The value of the matrix (may be none)
36          :rtype: Optional[MatrixType]
37
38          :raises NameError: If there is no matrix with the given name
39          """
40          # Return a new rotation matrix
```

```
41          match = re.match(r'rot\((\d+)\)', name)
42          if match is not None:
43              return create_rotation_matrix(float(match.group(1)))
44
45          # Return the transpose of this matrix
46          match = re.match(r'([A-Z])t', name)
47          if match is not None:
48              matrix = self[match.group(1)]
49
50              if matrix is not None:
51                  return matrix.T
52              else:
53                  return None
54
55          if name not in self._matrices:
56              raise NameError(f'Unrecognised matrix name "{name}"')
57
58          return self._matrices[name]
```

This `__getitem__()` method now allows for easily accessing transposes and rotation matrices by checking input with regular expressions. This makes getting matrices easier and thus makes evaluating full expressions simpler.

The `create_rotation_matrix()` method is also defined in this file and just uses the $\begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$ formula from before:

```
# f89fc9fd8d5917d07557fc50df3331123b55ad6b
# src/lintrans/matrices/wrapper.py

158 def create_rotation_matrix(angle: float) -> MatrixType:
159     """Create a matrix representing a rotation by the given number of degrees anticlockwise.
160
161     :param float angle: The number of degrees to rotate by
162     :returns MatrixType: The resultant rotation matrix
163     """
164     rad = np.deg2rad(angle)
165     return np.array([
166         [np.cos(rad), -1 * np.sin(rad)],
167         [np.sin(rad), np.cos(rad)]
168     ])
```

At this stage, I also implemented a simple parser and evaluator using regular expressions. It's not great and it's not very flexible, but it can evaluate simple expressions.

```
# f89fc9fd8d5917d07557fc50df3331123b55ad6b
# src/lintrans/matrices/wrapper.py

83      def parse_expression(self, expression: str) -> MatrixType:
84          """Parse a given expression and return the matrix for that expression.
85
86          Expressions are written with standard LaTeX notation for exponents. All whitespace is ignored.
87
88          Here is documentation on syntax:
89              A single matrix is written as 'A'.
90              Matrix A multiplied by matrix B is written as 'AB'
91              Matrix A plus matrix B is written as 'A+B'
92              Matrix A minus matrix B is written as 'A-B'
93              Matrix A squared is written as 'A^2'
94              Matrix A to the power of 10 is written as 'A^10' or 'A^{10}'
95              The inverse of matrix A is written as 'A^-1' or 'A^{-1}'
96              The transpose of matrix A is written as 'A^T' or 'At'
97
98          :param str expression: The expression to be parsed
99          :returns MatrixType: The matrix result of the expression
100
101         :raises ValueError: If the expression is invalid, such as an empty string
102         """
```

```
103             if expression == '':
104                 raise ValueError('The expression cannot be an empty string')
105 
106             match = re.search(r'[^-+A-Z^{}rot()\d.]', expression)
107             if match is not None:
108                 raise ValueError(f'Invalid character "{match.group(0)}"')
109 
110             # Remove all whitespace in the expression
111             expression = re.sub(r'\s', '', expression)
112 
113             # Wrap all exponents and transposition powers with {}
114             expression = re.sub(r'(?<=\^)(-?\d+|T)(?=[^}]|$)', r'{\g<0>}', expression)
115 
116             # Replace all subtractions with additions, multiplied by -1
117             expression = re.sub(r'(?<=.)-(?=[A-Z])', '+-1', expression)
118 
119             # Replace a possible leading minus sign with -1
120             expression = re.sub(r'^-(?=[A-Z])', '-1', expression)
121 
122             # Change all transposition exponents into lowercase
123             expression = expression.replace('^{T}', 't')
124 
125             # Split the expression into groups to be multiplied, and then we add those groups at the end
126             # We also have to filter out the empty strings to reduce errors
127             multiplication_groups = [x for x in expression.split('+') if x != '']
128 
129             # Start with the 0 matrix and add each group on
130             matrix_sum: MatrixType = np.array([[0., 0.], [0., 0.]])
131 
132             for group in multiplication_groups:
133                 # Generate a list of tuples, each representing a matrix
134                 # These tuples are (the multiplier, the matrix (with optional
135                 # 't' at the end to indicate a transpose), the exponent)
136                 string_matrices: list[tuple[str, str, str]]
137 
138                 # The generate tuple is (multiplier, matrix, full exponent, stripped exponent)
139                 # The full exponent contains ^{}, so we ignore it
140                 # The multiplier and exponent might be '', so we have to set them to '1'
141                 string_matrices = [(t[0] if t[0] != '' else '1', t[1], t[3] if t[3] != '' else '1')
142                                    for t in re.findall(r'(-?\d*\.?\d*)([A-Z]t?|rot\(\d+\))(\^{(-?\d+|T)})?', group)]
143 
144                 # This list is a list of tuple, where each tuple is (a float multiplier,
145                 # the matrix (gotten from the wrapper's __getitem__()), the integer power)
146                 matrices: list[tuple[float, MatrixType, int]]
147                 matrices = [(float(t[0]), self[t[1]], int(t[2])) for t in string_matrices]
148 
149                 # Process the matrices and make actual MatrixType objects
150                 processed_matrices: list[MatrixType] = [t[0] * np.linalg.matrix_power(t[1], t[2]) for t in matrices]
151 
152                 # Add this matrix product to the sum total
153                 matrix_sum += reduce(lambda m, n: m @ n, processed_matrices)
154 
155             return matrix_sum
```

I think the comments in the code speak for themselves, but we basically split the expression up into groups to be added, and then for each group, we multiply every matrix in that group to get its value, and then add all these values together at the end.

This code is objectively bad. At the time of writing, it's now quite old, so I can say that. This code has no real error handling, and line 48 introduces the glaring error that `'A++B'` is now a valid expression because we disregard empty strings. Not to mention the fact that the method is called `parse_expression()` but actually evaluates an expression. All these issues will be fixed in the future, but this was the first implementation of matrix evaluation, and it does the job decently well.

I then implemented several tests for this parsing.

```
# 60e0c713b244e097bab8ee0f71142b709fde1a8b
# tests/test_matrix_wrapper_parse_expression.py
```

```python
"""Test the MatrixWrapper parse_expression() method."""

import numpy as np
from numpy import linalg as la
import pytest
from lintrans.matrices import MatrixWrapper


@pytest.fixture
def wrapper() -> MatrixWrapper:
    """Return a new MatrixWrapper object with some preset values."""
    wrapper = MatrixWrapper()

    root_two_over_two = np.sqrt(2) / 2

    wrapper['A'] = np.array([[1, 2], [3, 4]])
    wrapper['B'] = np.array([[6, 4], [12, 9]])
    wrapper['C'] = np.array([[-1, -3], [4, -12]])
    wrapper['D'] = np.array([[13.2, 9.4], [-3.4, -1.8]])
    wrapper['E'] = np.array([
        [root_two_over_two, -1 * root_two_over_two],
        [root_two_over_two, root_two_over_two]
    ])
    wrapper['F'] = np.array([[-1, 0], [0, 1]])
    wrapper['G'] = np.array([[np.pi, np.e], [1729, 743.631]])

    return wrapper


def test_simple_matrix_addition(wrapper: MatrixWrapper) -> None:
    """Test simple addition and subtraction of two matrices."""

    # NOTE: We assert that all of these values are not None just to stop mypy complaining
    # These values will never actually be None because they're set in the wrapper() fixture
    # There's probably a better way  do this, because this method is a bit of a bdoge, but this works for now
    assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
        wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
        wrapper['G'] is not None

    assert (wrapper.parse_expression('A+B') == wrapper['A'] + wrapper['B']).all()
    assert (wrapper.parse_expression('E+F') == wrapper['E'] + wrapper['F']).all()
    assert (wrapper.parse_expression('G+D') == wrapper['G'] + wrapper['D']).all()
    assert (wrapper.parse_expression('C+C') == wrapper['C'] + wrapper['C']).all()
    assert (wrapper.parse_expression('D+A') == wrapper['D'] + wrapper['A']).all()
    assert (wrapper.parse_expression('B+C') == wrapper['B'] + wrapper['C']).all()


def test_simple_two_matrix_multiplication(wrapper: MatrixWrapper) -> None:
    """Test simple multiplication of two matrices."""
    assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
           wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
           wrapper['G'] is not None

    assert (wrapper.parse_expression('AB') == wrapper['A'] @ wrapper['B']).all()
    assert (wrapper.parse_expression('BA') == wrapper['B'] @ wrapper['A']).all()
    assert (wrapper.parse_expression('AC') == wrapper['A'] @ wrapper['C']).all()
    assert (wrapper.parse_expression('DA') == wrapper['D'] @ wrapper['A']).all()
    assert (wrapper.parse_expression('ED') == wrapper['E'] @ wrapper['D']).all()
    assert (wrapper.parse_expression('FD') == wrapper['F'] @ wrapper['D']).all()
    assert (wrapper.parse_expression('GA') == wrapper['G'] @ wrapper['A']).all()
    assert (wrapper.parse_expression('CF') == wrapper['C'] @ wrapper['F']).all()
    assert (wrapper.parse_expression('AG') == wrapper['A'] @ wrapper['G']).all()


def test_identity_multiplication(wrapper: MatrixWrapper) -> None:
    """Test that multiplying by the identity doesn't change the value of a matrix."""
    assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
           wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
           wrapper['G'] is not None

    assert (wrapper.parse_expression('I') == wrapper['I']).all()
    assert (wrapper.parse_expression('AI') == wrapper['A']).all()
    assert (wrapper.parse_expression('IA') == wrapper['A']).all()
```

```
74          assert (wrapper.parse_expression('GI') == wrapper['G']).all()
75          assert (wrapper.parse_expression('IG') == wrapper['G']).all()
76
77          assert (wrapper.parse_expression('EID') == wrapper['E'] @ wrapper['D']).all()
78          assert (wrapper.parse_expression('IED') == wrapper['E'] @ wrapper['D']).all()
79          assert (wrapper.parse_expression('EDI') == wrapper['E'] @ wrapper['D']).all()
80          assert (wrapper.parse_expression('IEIDI') == wrapper['E'] @ wrapper['D']).all()
81          assert (wrapper.parse_expression('EI^3D') == wrapper['E'] @ wrapper['D']).all()
82
83
84      def test_simple_three_matrix_multiplication(wrapper: MatrixWrapper) -> None:
85          """Test simple multiplication of two matrices."""
86          assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
87                 wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
88                 wrapper['G'] is not None
89
90          assert (wrapper.parse_expression('ABC') == wrapper['A'] @ wrapper['B'] @ wrapper['C']).all()
91          assert (wrapper.parse_expression('ACB') == wrapper['A'] @ wrapper['C'] @ wrapper['B']).all()
92          assert (wrapper.parse_expression('BAC') == wrapper['B'] @ wrapper['A'] @ wrapper['C']).all()
93          assert (wrapper.parse_expression('EFG') == wrapper['E'] @ wrapper['F'] @ wrapper['G']).all()
94          assert (wrapper.parse_expression('DAC') == wrapper['D'] @ wrapper['A'] @ wrapper['C']).all()
95          assert (wrapper.parse_expression('GAE') == wrapper['G'] @ wrapper['A'] @ wrapper['E']).all()
96          assert (wrapper.parse_expression('FAG') == wrapper['F'] @ wrapper['A'] @ wrapper['G']).all()
97          assert (wrapper.parse_expression('GAF') == wrapper['G'] @ wrapper['A'] @ wrapper['F']).all()
98
99
100     def test_matrix_inverses(wrapper: MatrixWrapper) -> None:
101         """Test the inverses of single matrices."""
102         assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
103                wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
104                wrapper['G'] is not None
105
106         assert (wrapper.parse_expression('A^{-1}') == la.inv(wrapper['A'])).all()
107         assert (wrapper.parse_expression('B^{-1}') == la.inv(wrapper['B'])).all()
108         assert (wrapper.parse_expression('C^{-1}') == la.inv(wrapper['C'])).all()
109         assert (wrapper.parse_expression('D^{-1}') == la.inv(wrapper['D'])).all()
110         assert (wrapper.parse_expression('E^{-1}') == la.inv(wrapper['E'])).all()
111         assert (wrapper.parse_expression('F^{-1}') == la.inv(wrapper['F'])).all()
112         assert (wrapper.parse_expression('G^{-1}') == la.inv(wrapper['G'])).all()
113
114         assert (wrapper.parse_expression('A^-1') == la.inv(wrapper['A'])).all()
115         assert (wrapper.parse_expression('B^-1') == la.inv(wrapper['B'])).all()
116         assert (wrapper.parse_expression('C^-1') == la.inv(wrapper['C'])).all()
117         assert (wrapper.parse_expression('D^-1') == la.inv(wrapper['D'])).all()
118         assert (wrapper.parse_expression('E^-1') == la.inv(wrapper['E'])).all()
119         assert (wrapper.parse_expression('F^-1') == la.inv(wrapper['F'])).all()
120         assert (wrapper.parse_expression('G^-1') == la.inv(wrapper['G'])).all()
121
122
123     def test_matrix_powers(wrapper: MatrixWrapper) -> None:
124         """Test that matrices can be raised to integer powers."""
125         assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
126                wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
127                wrapper['G'] is not None
128
129         assert (wrapper.parse_expression('A^2') == la.matrix_power(wrapper['A'], 2)).all()
130         assert (wrapper.parse_expression('B^4') == la.matrix_power(wrapper['B'], 4)).all()
131         assert (wrapper.parse_expression('C^{12}') == la.matrix_power(wrapper['C'], 12)).all()
132         assert (wrapper.parse_expression('D^12') == la.matrix_power(wrapper['D'], 12)).all()
133         assert (wrapper.parse_expression('E^8') == la.matrix_power(wrapper['E'], 8)).all()
134         assert (wrapper.parse_expression('F^{-6}') == la.matrix_power(wrapper['F'], -6)).all()
135         assert (wrapper.parse_expression('G^-2') == la.matrix_power(wrapper['G'], -2)).all()
```

These test lots of simple expressions, but don't test any more complicated expressions, nor do they test any validation, mostly because validation doesn't really exist at this point. `'A++B'` is still a valid expression and is equivalent to `'A+B'`.

3.1.3 Simple matrix expression validation

My next major step was to implement proper parsing, but I procrastinated for a while and first implemented proper validation.

```python
# 39b918651f60bc72bc19d2018075b24a6fc3af17
# src/lintrans/_parse/matrices.py

def compile_valid_expression_pattern() -> Pattern[str]:
    """Compile the single regular expression that will match a valid matrix expression."""
    digit_no_zero = '[123456789]'
    digits = '\\d+'
    integer_no_zero = '-?' + digit_no_zero + '(' + digits + ')?'
    real_number = f'({integer_no_zero}(\\.{digits})?|-?0?\\.{digits})'

    index_content = f'({integer_no_zero}|T)'
    index = f'(\\^\\{{{index_content}\\}}|\\^{index_content}|t)'
    matrix_identifier = f'([A-Z]|rot\\({real_number}\\))'
    matrix = '(' + real_number + '?' + matrix_identifier + index + '?)'
    expression = f'{matrix}+((\\+|-){matrix}+)*'

    return re.compile(expression)


# This is an expensive pattern to compile, so we compile it when this module is initialized
valid_expression_pattern = compile_valid_expression_pattern()


def validate_matrix_expression(expression: str) -> bool:
    """Validate the given matrix expression.

    This function simply checks the expression against a BNF schema. It is not
    aware of which matrices are actually defined in a wrapper. For an aware
    version of this function, use the MatrixWrapper().is_valid_expression() method.

    Here is the schema for a valid expression given in a version of BNF:

        expression       ::=  matrices { ( "+" | "-" ) matrices };
        matrices         ::=  matrix { matrix };
        matrix           ::=  [ real_number ] matrix_identifier [ index ];
        matrix_identifier ::=  "A" .. "Z" | "rot(" real_number ")";
        index            ::=  "^{" index_content "}" | "^" index_content | "t";
        index_content    ::=  integer_not_zero | "T";

        digit_no_zero    ::=  "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9";
        digit            ::=  "0" | digit_no_zero;
        digits           ::=  digit | digits digit;
        integer_not_zero ::=  [ "-" ] digit_no_zero [ digits ];
        real_number      ::=  ( integer_not_zero [ "." digits ] | [ "-" ] [ "0" ] "." digits );

    :param str expression: The expression to be validated
    :returns bool: Whether the expression is valid according to the schema
    """
    match = valid_expression_pattern.match(expression)
    return expression == match.group(0) if match is not None else False
```

Here, I'm using a BNF schema to programmatically generate a regular expression. I use a function to generate this pattern and assign it to a variable when the module is initialized. This is because the pattern compilation is expensive and it's more efficient to compile the pattern once and then just use it in the `validate_matrix_expression()` function.

I also created a method `is_valid_expression()` in `MatrixWrapper`, which just validates a given expression. It uses the aforementioned `validate_matrix_expression()` and also checks that every matrix referenced in the expression is defined in the wrapper.

```python
# 39b918651f60bc72bc19d2018075b24a6fc3af17
# src/lintrans/matrices/wrapper.py
```

```
99          def is_valid_expression(self, expression: str) -> bool:
100             """Check if the given expression is valid, using the context of the wrapper.
101
102             This method calls _parse.validate_matrix_expression(), but also ensures
103             that all the matrices in the expression are defined in the wrapper.
104
105             :param str expression: The expression to validate
106             :returns bool: Whether the expression is valid according the schema
107             """
108             # Get rid of the transposes to check all capital letters
109             expression = re.sub(r'\^T', 't', expression)
110             expression = re.sub(r'\^{T}', 't', expression)
111
112             # Make sure all the referenced matrices are defined
113             for matrix in {x for x in expression if re.match('[A-Z]', x)}:
114                 if self[matrix] is None:
115                     return False
116
117             return _parse.validate_matrix_expression(expression)
```

I then implemented some simple tests to make sure the function works with valid and invalid expressions.

```
# a0fb029f7da995803c24ee36e7e8078e5621f676
# tests/_parse/test_parse_and_validate_expression.py

1   """Test the _parse.matrices module validation and parsing."""
2
3   import pytest
4   from lintrans._parse import validate_matrix_expression
5
6   valid_inputs: list[str] = [
7       'A', 'AB', '3A', '1.2A', '-3.4A', 'A^2', 'A^-1', 'A^{-1}',
8       'A^12', 'A^T', 'A^{5}', 'A^{T}', '4.3A^7', '9.2A^{18}',
9
10      'rot(45)', 'rot(12.5)', '3rot(90)',
11      'rot(135)^3', 'rot(51)^T', 'rot(-34)^-1',
12
13      'A+B', 'A+2B', '4.3A+9B', 'A^2+B^T', '3A^7+0.8B^{16}',
14      'A-B', '3A-4B', '3.2A^3-16.79B^T', '4.752A^{17}-3.32B^{36}',
15      'A--1B', '-A', '--1A'
16
17      '3A4B', 'A^TB', 'A^{T}B', '4A^6B^3',
18      '2A^{3}4B^5', '4rot(90)^3', 'rot(45)rot(13)',
19      'Arot(90)', 'AB^2', 'A^2B^2', '8.36A^T3.4B^12',
20
21      '3.5A^{4}5.6rot(19.2)^T-B^{-1}4.1C^5',
22  ]
23
24  invalid_inputs: list[str] = [
25      '', 'rot()', 'A^', 'A^1.2', 'A^{3.4}', '1,2A', 'ro(12)', '5', '12^2',
26      '^T', '^{12}', 'A^{13', 'A^3}', 'A^A', '^2', 'A--B', '--A'
27
28      'This is 100% a valid matrix expression, I swear'
29  ]
30
31
32  @pytest.mark.parametrize('inputs,output', [(valid_inputs, True), (invalid_inputs, False)])
33  def test_validate_matrix_expression(inputs: list[str], output: bool) -> None:
34      """Test the validate_matrix_expression() function."""
35      for inp in inputs:
36          assert validate_matrix_expression(inp) == output
```

Here, we test some valid data, some definitely invalid data, and some edge cases. At this stage, `'A--1B'` was considered a valid expression. This was a quirk of the validator at the time, but I fixed it later. This should obviously be an invalid expression, especially since `'A--B'` is considered invalid, but `'A--1B'` is valid.

The `@pytest.mark.parametrize` decorator on line 35 means that `pytest` will run one test for valid inputs, and then another test for invalid inputs, and these will count as different tests. This makes it easier to see which tests failed and then debug the app.

3.1.4 Parsing matrix expressions

Parsing is quite an interesting problem and something I didn't feel able to tackle head-on, so I wrote the unit tests first. I had a basic idea of what I wanted the parser to return, but no real idea of how to implement that. My unit tests looked like this:

```
# e9f7a81892278fe70684562052f330fb3a02bf9b
# tests/_parse/test_parse_and_validate_expression.py

40  expressions_and_parsed_expressions: list[tuple[str, MatrixParseList]] = [
41      # Simple expressions
42      ('A', [[('', 'A', '')]]),
43      ('A^2', [[('', 'A', '2')]]),
44      ('A^{2}', [[('', 'A', '2')]]),
45      ('3A', [[('3', 'A', '')]]),
46      ('1.4A^3', [[('1.4', 'A', '3')]]),
47
48      # Multiplications
49      ('4A^{3} 6B^2', [[('4', 'A', '3'), ('6', 'B', '2')]]),
50      ('4.2A^{T} 6.1B^-1', [[('4.2', 'A', 'T'), ('6.1', 'B', '-1')]]),
51      ('-1.2A^2 rot(45)^2', [[('-1.2', 'A', '2'), ('', 'rot(45)', '2')]]),
52      ('3.2A^T 4.5B^{5} 9.6rot(121.3)', [[('3.2', 'A', 'T'), ('4.5', 'B', '5'), ('9.6', 'rot(121.3)', '')]]),
53      ('-1.18A^{-2} 0.1B^{2} 9rot(34.6)^-1', [[('-1.18', 'A', '-2'), ('0.1', 'B', '2'), ('9', 'rot(34.6)', '-1')]]),
54
55      # Additions
56      ('A + B', [[('', 'A', '')], [('', 'B', '')]]),
57      ('A + B - C', [[('', 'A', '')], [('', 'B', '')], [('-1', 'C', '')]]),
58      ('2A^3 + 8B^T - 3C^-1', [[('2', 'A', '3')], [('8', 'B', 'T')], [('-3', 'C', '-1')]]),
59
60      # Additions with multiplication
61      ('2.14A^{3} 4.5rot(14.5)^-1 + 8B^T - 3C^-1', [[('2.14', 'A', '3'), ('4.5', 'rot(14.5)', '-1')],
62                                                    [('8', 'B', 'T')], [('-3', 'C', '-1')]]),
63      ('2.14A^{3} 4.5rot(14.5)^-1 + 8.5B^T 5.97C^4 - 3.14D^{-1} 6.7E^T',
64       [[('2.14', 'A', '3'), ('4.5', 'rot(14.5)', '-1')], [('8.5', 'B', 'T'), ('5.97', 'C', '4')],
65        [('-3.14', 'D', '-1'), ('6.7', 'E', 'T')]]),
66  ]
67
68
69  @pytest.mark.skip(reason='parse_matrix_expression() not implemented')
70  def test_parse_matrix_expression() -> None:
71      """Test the parse_matrix_expression() function."""
72      for expression, parsed_expression in expressions_and_parsed_expressions:
73          # Test it with and without whitespace
74          assert parse_matrix_expression(expression) == parsed_expression
75          assert parse_matrix_expression(expression.replace(' ', '')) == parsed_expression
```

I just had example inputs and what I expected as output. I also wanted the parser to ignore whitespace. The decorator on line 33 just skips the test because the parser wasn't implemented yet.

When implementing the parser, I first had to tighten up validation to remove anomalies like `'A--1B'` being valid. I did this by factoring out the optional minus signs from being part of a number, to being optionally in front of a number. This eliminated this kind of repetition and made `'A--1B'` invalid, as it should be.

```
# fd80d8d3b0e975e92dcc7c10f1f0f1276879f408
# src/lintrans/_parse/matrices.py

32  def compile_valid_expression_pattern() -> Pattern[str]:
33      """Compile the single regular expression that will match a valid matrix expression."""
34      digit_no_zero = '[123456789]'
35      digits = '\\d+'
```

```
36          integer_no_zero = digit_no_zero + '(' + digits + ')?'
37          real_number = f'({integer_no_zero}(\\.{digits})?|0?\\.{digits})'
38
39          index_content = f'(-?{integer_no_zero}|T)'
40          index = f'(\\^\\{{{index_content}\\}}|\\^{index_content}|t)'
41          matrix_identifier = f'([A-Z]|rot\\(-?{real_number}\\))'
42          matrix = '(' + real_number + '?' + matrix_identifier + index + '?)'
43          expression = f'-?{matrix}+(((\\+|-){matrix}+)*'
44
45          return re.compile(expression)
```

The code can be a bit hard to read with all the RegEx stuff, but the BNF illustrates these changes nicely.

Compare the old version:

```
# 39b918651f60bc72bc19d2018075b24a6fc3af17
# src/lintrans/_parse/matrices.py

38  expression        ::=  matrices { ( "+" | "-" ) matrices };
39  matrices          ::=  matrix { matrix };
40  matrix            ::=  [ real_number ] matrix_identifier [ index ];
41  matrix_identifier ::=  "A" .. "Z" | "rot(" real_number ")";
42  index             ::=  "^{" index_content "}" | "^" index_content | "t";
43  index_content     ::=  integer_not_zero | "T";
44
45  digit_no_zero     ::=  "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9";
46  digit             ::=  "0" | digit_no_zero;
47  digits            ::=  digit | digits digit;
48  integer_not_zero  ::=  [ "-" ] digit_no_zero [ digits ];
49  real_number       ::=  ( integer_not_zero [ "." digits ] | [ "-" ] [ "0" ] "." digits );
```

to the new version:

```
# fd80d8d3b0e975e92dcc7c10f1f0f1276879f408
# src/lintrans/_parse/matrices.py

61  expression        ::=  [ "-" ] matrices { ( "+" | "-" ) matrices };
62  matrices          ::=  matrix { matrix };
63  matrix            ::=  [ real_number ] matrix_identifier [ index ];
64  matrix_identifier ::=  "A" .. "Z" | "rot(" [ "-" ] real_number ")";
65  index             ::=  "^{" index_content "}" | "^" index_content | "t";
66  index_content     ::=  [ "-" ] integer_not_zero | "T";
67
68  digit_no_zero     ::=  "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9";
69  digit             ::=  "0" | digit_no_zero;
70  digits            ::=  digit | digits digit;
71  integer_not_zero  ::=  digit_no_zero [ digits ];
72  real_number       ::=  ( integer_not_zero [ "." digits ] | [ "0" ] "." digits );
```

Then once I'd fixed the validation, I could implement the parser itself.

```
# fd80d8d3b0e975e92dcc7c10f1f0f1276879f408
# src/lintrans/_parse/matrices.py

86  def parse_matrix_expression(expression: str) -> MatrixParseList:
87      """Parse the matrix expression and return a list of results.
88
89      The return value is a list of results. This results list contains lists of tuples.
90      The top list is the expressions that should be added together, and each sublist
91      is expressions that should be multiplied together. These expressions to be
92      multiplied are tuples, where each tuple is (multiplier, matrix identifier, index).
93      The multiplier can be any real number, the matrix identifier is either a named
94      matrix or a new rotation matrix declared with 'rot()', and the index is an
95      integer or 'T' for transpose.
96
```

```
97          :param str expression: The expression to be parsed
98          :returns MatrixParseTuple: A list of results
99          """
100         # Remove all whitespace
101         expression = re.sub(r'\s', '', expression)
102
103         # Check if it's valid
104         if not validate_matrix_expression(expression):
105             raise MatrixParseError('Invalid expression')
106
107         # Wrap all exponents and transposition powers with {}
108         expression = re.sub(r'(?<=\^)(-?\d+|T)(?=[^}]|$)', r'{\g<0>}', expression)
109
110         # Remove any standalone minuses
111         expression = re.sub(r'-(?=[A-Z])', '-1', expression)
112
113         # Replace subtractions with additions
114         expression = re.sub(r'-(?=\d+\.?\d*([A-Z]|rot))', '+-', expression)
115
116         # Get rid of a potential leading + introduced by the last step
117         expression = re.sub(r'^\+', '', expression)
118
119         return [
120             [
121                 # The tuple returned by re.findall is (multiplier, matrix identifier, full index, stripped index),
122                 # so we have to remove the full index, which contains the {}
123                 (t[0], t[1], t[3])
124                 for t in re.findall(r'(-?\d+\.?\d*)?([A-Z]|rot\(-?\d+\.?\d*\))(\^{(-?\d+|T)})?', group)
125             ]
126             # We just split the expression by '+' to have separate groups
127             for group in expression.split('+')
128         ]
```

It works similarly to the old `MatrixWrapper.parse_expression()` method in §3.1.2 but with a powerful list comprehension at the end. It splits the expression up into groups and then uses some RegEx magic to find all the matrices in these groups as a tuple.

This method passes all the unit tests, as expected.

My next step was then to rewrite the evaluation to use this new parser, like so (method name and docstring removed):

```
# a453774bcdf824676461f9b9b441d7b94969ea55
# src/lintrans/matrices/wrapper.py
```

```
168         if not self.is_valid_expression(expression):
169             raise ValueError('The expression is invalid')
170
171         parsed_result = _parse.parse_matrix_expression(expression)
172         final_groups: list[list[MatrixType]] = []
173
174         for group in parsed_result:
175             f_group: list[MatrixType] = []
176
177             for matrix in group:
178                 if matrix[2] == 'T':
179                     m = self[matrix[1]]
180                     assert m is not None
181                     matrix_value = m.T
182                 else:
183                     matrix_value = np.linalg.matrix_power(self[matrix[1]],
184                                                           1 if (index := matrix[2]) == '' else int(index))
185
186                 matrix_value *= 1 if (multiplier := matrix[0]) == '' else float(multiplier)
187                 f_group.append(matrix_value)
188
189             final_groups.append(f_group)
190
191         return reduce(add, [reduce(matmul, group) for group in final_groups])
```

Here, we go through the list of tuples and evaluate the matrix represented by each tuple, putting this together in a list as we go. Then at the end, we simply reduce the sublists and then reduce these new matrices using a list comprehension in the `reduce()` call using `add` and `matmul` from the `operator` library. It's written in a functional programming style, and it passes all the previous tests.

3.2 Initial GUI

3.2.1 First basic GUI

After implementing most of the backend and testing it thoroughly, I wanted to start work on the actual GUI. The discrepancy in all the GUI code between `snake_case` and `camelCase` is because Qt5 was originally a C++ framework that was adapted into PyQt5 for Python.

```
# 93ce763f7b993439fc0da89fad39456d8cc4b52c
# src/lintrans/gui/main_window.py

"""The module to provide the main window as a QMainWindow object."""

import sys

from PyQt5 import QtCore, QtGui, QtWidgets
from PyQt5.QtWidgets import QApplication, QHBoxLayout, QMainWindow, QVBoxLayout

from lintrans.matrices import MatrixWrapper


class LintransMainWindow(QMainWindow):
    """The class for the main window in the lintrans GUI."""

    def __init__(self):
        """Create the main window object, creating every widget in it."""
        super().__init__()

        self.matrix_wrapper = MatrixWrapper()

        self.setWindowTitle('Linear Transformations')
        self.setMinimumWidth(750)

        # === Create widgets

        # Left layout: the plot and input box

        # NOTE: This QGraphicsView is only temporary
        self.plot = QtWidgets.QGraphicsView(self)

        self.text_input_expression = QtWidgets.QLineEdit(self)
        self.text_input_expression.setPlaceholderText('Input matrix expression...')
        self.text_input_expression.textChanged.connect(self.update_render_buttons)

        # Right layout: all the buttons

        # Misc buttons

        self.button_create_polygon = QtWidgets.QPushButton(self)
        self.button_create_polygon.setText('Create polygon')
        # TODO: Implement create_polygon()
        # self.button_create_polygon.clicked.connect(self.create_polygon)
        self.button_create_polygon.setToolTip('Define a new polygon to view the transformation of')

        self.button_change_display_settings = QtWidgets.QPushButton(self)
        self.button_change_display_settings.setText('Change\ndisplay settings')
        # TODO: Implement change_display_settings()
        # self.button_change_display_settings.clicked.connect(self.change_display_settings)
        self.button_change_display_settings.setToolTip('Change which things are rendered on the plot')

        # Define new matrix buttons

```

```
52          self.label_define_new_matrix = QtWidgets.QLabel(self)
53          self.label_define_new_matrix.setText('Define a\nnew matrix')
54          self.label_define_new_matrix.setAlignment(QtCore.Qt.AlignCenter)
55
56          # TODO: Implement defining a new matrix visually, numerically, as a rotation, and as an expression
57
58          self.button_define_visually = QtWidgets.QPushButton(self)
59          self.button_define_visually.setText('Visually')
60          self.button_define_visually.setToolTip('Drag the basis vectors')
61
62          self.button_define_numerically = QtWidgets.QPushButton(self)
63          self.button_define_numerically.setText('Numerically')
64          self.button_define_numerically.setToolTip('Define a matrix just with numbers')
65
66          self.button_define_as_rotation = QtWidgets.QPushButton(self)
67          self.button_define_as_rotation.setText('As a rotation')
68          self.button_define_as_rotation.setToolTip('Define an angle to rotate by')
69
70          self.button_define_as_expression = QtWidgets.QPushButton(self)
71          self.button_define_as_expression.setText('As an expression')
72          self.button_define_as_expression.setToolTip('Define a matrix in terms of other matrices')
73
74          # Render buttons
75
76          self.button_render = QtWidgets.QPushButton(self)
77          self.button_render.setText('Render')
78          self.button_render.setEnabled(False)
79          self.button_render.clicked.connect(self.render_expression)
80          self.button_render.setToolTip('Render the expression<br><b>(Ctrl + Enter)</b>')
81
82          self.button_render_shortcut = QtWidgets.QShortcut(QtGui.QKeySequence('Ctrl+Return'), self)
83          self.button_render_shortcut.activated.connect(self.button_render.click)
84
85          self.button_animate = QtWidgets.QPushButton(self)
86          self.button_animate.setText('Animate')
87          self.button_animate.setEnabled(False)
88          self.button_animate.clicked.connect(self.animate_expression)
89          self.button_animate.setToolTip('Animate the expression<br><b>(Ctrl + Shift + Enter)</b>')
90
91          self.button_animate_shortcut = QtWidgets.QShortcut(QtGui.QKeySequence('Ctrl+Shift+Return'), self)
92          self.button_animate_shortcut.activated.connect(self.button_animate.click)
93
94          # === Arrange widgets
95
96          self.setContentsMargins(10, 10, 10, 10)
97
98          self.vlay_left = QVBoxLayout()
99          self.vlay_left.addWidget(self.plot)
100         self.vlay_left.addWidget(self.text_input_expression)
101
102         self.vlay_misc_buttons = QVBoxLayout()
103         self.vlay_misc_buttons.setSpacing(20)
104         self.vlay_misc_buttons.addWidget(self.button_create_polygon)
105         self.vlay_misc_buttons.addWidget(self.button_change_display_settings)
106
107         self.vlay_define_new_matrix = QVBoxLayout()
108         self.vlay_define_new_matrix.setSpacing(20)
109         self.vlay_define_new_matrix.addWidget(self.label_define_new_matrix)
110         self.vlay_define_new_matrix.addWidget(self.button_define_visually)
111         self.vlay_define_new_matrix.addWidget(self.button_define_numerically)
112         self.vlay_define_new_matrix.addWidget(self.button_define_as_rotation)
113         self.vlay_define_new_matrix.addWidget(self.button_define_as_expression)
114
115         self.vlay_render = QVBoxLayout()
116         self.vlay_render.setSpacing(20)
117         self.vlay_render.addWidget(self.button_animate)
118         self.vlay_render.addWidget(self.button_render)
119
120         self.vlay_right = QVBoxLayout()
121         self.vlay_right.setSpacing(50)
122         self.vlay_right.addLayout(self.vlay_misc_buttons)
123         self.vlay_right.addLayout(self.vlay_define_new_matrix)
124         self.vlay_right.addLayout(self.vlay_render)
```

```
125
126             self.hlay_all = QHBoxLayout()
127             self.hlay_all.setSpacing(15)
128             self.hlay_all.addLayout(self.vlay_left)
129             self.hlay_all.addLayout(self.vlay_right)
130
131             self.central_widget = QtWidgets.QWidget()
132             self.central_widget.setLayout(self.hlay_all)
133             self.setCentralWidget(self.central_widget)
134
135         def update_render_buttons(self) -> None:
136             """Enable or disable the render and animate buttons according to the validity of the matrix expression."""
137             valid = self.matrix_wrapper.is_valid_expression(self.text_input_expression.text())
138             self.button_render.setEnabled(valid)
139             self.button_animate.setEnabled(valid)
140
141         def render_expression(self) -> None:
142             """Render the expression in the input box, and then clear the box."""
143             # TODO: Render the expression
144             self.text_input_expression.setText('')
145
146         def animate_expression(self) -> None:
147             """Animate the expression in the input box, and then clear the box."""
148             # TODO: Animate the expression
149             self.text_input_expression.setText('')
150
151
152     def main() -> None:
153         """Run the GUI."""
154         app = QApplication(sys.argv)
155         window = LintransMainWindow()
156         window.show()
157         sys.exit(app.exec_())
158
159
160     if __name__ == '__main__':
161         main()
```

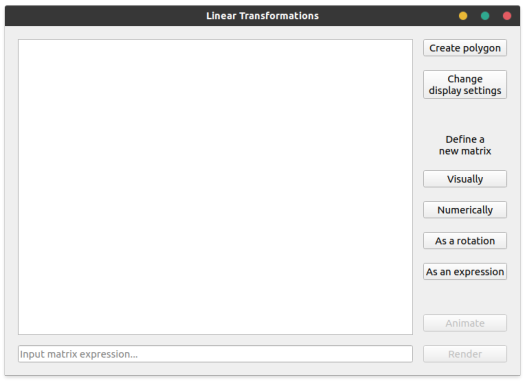


Figure 5: The first version of the GUI

A lot of the methods here don't have implementations yet, but they will. This version is just a very early prototype to get a rough draft of the GUI.

I create the widgets and layouts in the constructor as well as configuring all of them. The most important non-constructor method is `update_render_buttons()`. It gets called whenever the text in `text_input_expression` is changed. This happens because we connect it to the `textChanged` signal on line 35.

The big white box here will eventually be replaced with an actual viewport. This is just a prototype.

3.2.2 Numerical definition dialog

My next major addition was a dialog that would allow the user to define a matrix numerically.

```
# cedbd3ed126a1183f197c27adf6dabb4e5d301c7
# src/lintrans/gui/dialogs/define_new_matrix.py

1   """The module to provide dialogs for defining new matrices."""
2
3   from numpy import array
4   from PyQt5 import QtGui, QtWidgets
```

```python
from PyQt5.QtWidgets import QDialog, QGridLayout, QHBoxLayout, QVBoxLayout

from lintrans.matrices import MatrixWrapper

ALPHABET_NO_I = 'ABCDEFGHJKLMNOPQRSTUVWXYZ'


def is_float(string: str) -> bool:
    """Check if a string is a float."""
    try:
        float(string)
        return True
    except ValueError:
        return False


class DefineNumericallyDialog(QDialog):
    """The dialog class that allows the user to define a new matrix numerically."""

    def __init__(self, matrix_wrapper: MatrixWrapper, *args, **kwargs):
        """Create the dialog, but don't run it yet.

        :param matrix_wrapper: The MatrixWrapper that this dialog will mutate
        :type matrix_wrapper: MatrixWrapper
        """
        super().__init__(*args, **kwargs)

        self.matrix_wrapper = matrix_wrapper
        self.setWindowTitle('Define a matrix')

        # === Create the widgets

        self.button_confirm = QtWidgets.QPushButton(self)
        self.button_confirm.setText('Confirm')
        self.button_confirm.setEnabled(False)
        self.button_confirm.clicked.connect(self.confirm_matrix)
        self.button_confirm.setToolTip('Confirm this as the new matrix<br><b>(Ctrl + Enter)</b>')

        QtWidgets.QShortcut(QtGui.QKeySequence('Ctrl+Return'), self).activated.connect(self.button_confirm.click)

        self.button_cancel = QtWidgets.QPushButton(self)
        self.button_cancel.setText('Cancel')
        self.button_cancel.clicked.connect(self.close)
        self.button_cancel.setToolTip('Cancel this definition<br><b>(Ctrl + Q)</b>')

        QtWidgets.QShortcut(QtGui.QKeySequence('Ctrl+Q'), self).activated.connect(self.button_cancel.click)

        self.element_tl = QtWidgets.QLineEdit(self)
        self.element_tl.textChanged.connect(self.update_confirm_button)

        self.element_tr = QtWidgets.QLineEdit(self)
        self.element_tr.textChanged.connect(self.update_confirm_button)

        self.element_bl = QtWidgets.QLineEdit(self)
        self.element_bl.textChanged.connect(self.update_confirm_button)

        self.element_br = QtWidgets.QLineEdit(self)
        self.element_br.textChanged.connect(self.update_confirm_button)

        self.matrix_elements = (self.element_tl, self.element_tr, self.element_bl, self.element_br)

        self.letter_combo_box = QtWidgets.QComboBox(self)

        # Everything except I, because that's the identity
        for letter in ALPHABET_NO_I:
            self.letter_combo_box.addItem(letter)

        self.letter_combo_box.activated.connect(self.load_matrix)

        # === Arrange the widgets

        self.setContentsMargins(10, 10, 10, 10)

```

```
78            self.grid_matrix = QGridLayout()
79            self.grid_matrix.setSpacing(20)
80            self.grid_matrix.addWidget(self.element_tl, 0, 0)
81            self.grid_matrix.addWidget(self.element_tr, 0, 1)
82            self.grid_matrix.addWidget(self.element_bl, 1, 0)
83            self.grid_matrix.addWidget(self.element_br, 1, 1)
84
85            self.hlay_buttons = QHBoxLayout()
86            self.hlay_buttons.setSpacing(20)
87            self.hlay_buttons.addWidget(self.button_cancel)
88            self.hlay_buttons.addWidget(self.button_confirm)
89
90            self.vlay_right = QVBoxLayout()
91            self.vlay_right.setSpacing(20)
92            self.vlay_right.addLayout(self.grid_matrix)
93            self.vlay_right.addLayout(self.hlay_buttons)
94
95            self.hlay_all = QHBoxLayout()
96            self.hlay_all.setSpacing(20)
97            self.hlay_all.addWidget(self.letter_combo_box)
98            self.hlay_all.addLayout(self.vlay_right)
99
100           self.setLayout(self.hlay_all)
101
102           # Finally, we load the default matrix A into the boxes
103           self.load_matrix(0)
104
105       def update_confirm_button(self) -> None:
106           """Enable the confirm button if there are numbers in every box."""
107           for elem in self.matrix_elements:
108               if elem.text() == '' or not is_float(elem.text()):
109                   # If they're not all numbers, then we can't confirm it
110                   self.button_confirm.setEnabled(False)
111                   return
112
113           # If we didn't find anything invalid
114           self.button_confirm.setEnabled(True)
115
116       def load_matrix(self, index: int) -> None:
117           """If the selected matrix is defined, load it into the boxes."""
118           matrix = self.matrix_wrapper[ALPHABET_NO_I[index]]
119
120           if matrix is None:
121               for elem in self.matrix_elements:
122                   elem.setText('')
123
124           else:
125               self.element_tl.setText(str(matrix[0][0]))
126               self.element_tr.setText(str(matrix[0][1]))
127               self.element_bl.setText(str(matrix[1][0]))
128               self.element_br.setText(str(matrix[1][1]))
129
130           self.update_confirm_button()
131
132       def confirm_matrix(self) -> None:
133           """Confirm the inputted matrix and assign it to the name."""
134           letter = self.letter_combo_box.currentText()
135           matrix = array([
136               [float(self.element_tl.text()), float(self.element_tr.text())],
137               [float(self.element_bl.text()), float(self.element_br.text())]
138           ])
139
140           self.matrix_wrapper[letter] = matrix
141           self.close()
```

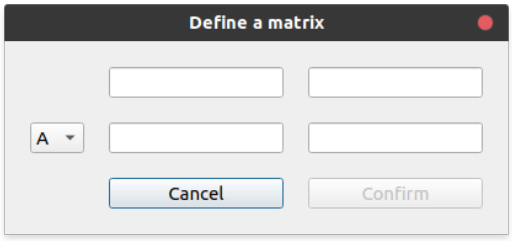


Figure 6: The first version of the numerical definition dialog

When I add more definition dialogs, I will factor out a superclass, but this is just a prototype to make sure it all works as intended.

Hopefully the methods are relatively self explanatory, but they're just utility methods to update the GUI when things are changed. We connect the `QLineEdit` widgets to the `update_confirm_button()` slot to make sure the confirm button is always up to date.

The `confirm_matrix()` method just updates the instance's matrix wrapper with the new matrix. We pass a reference to the `LintransMainWindow` instance's matrix wrapper when we open the dialog, so we're just updating the referenced object directly.

In the `LintransMainWindow` class, we're just connecting a lambda slot to the button so that it opens the dialog, as seen here:

```
# cedbd3ed126a1183f197c27adf6dabb4e5d301c7
# src/lintrans/gui/main_window.py

66  self.button_define_numerically.clicked.connect(
67      lambda: DefineNumericallyDialog(self.matrix_wrapper, self).exec()
68  )
```

3.2.3 More definition dialogs

I then factored out the constructor into a `DefineDialog` superclass so that I could easily create other definition dialogs.

```
# 5d04fb7233a03d0cd8fa0768f6387c6678da9df3
# src/lintrans/gui/dialogs/define_new_matrix.py

22  class DefineDialog(QDialog):
23      """A superclass for definitions dialogs."""
24
25      def __init__(self, matrix_wrapper: MatrixWrapper, *args, **kwargs):
26          """Create the dialog, but don't run it yet.
27
28          :param matrix_wrapper: The MatrixWrapper that this dialog will mutate
29          :type matrix_wrapper: MatrixWrapper
30          """
31          super().__init__(*args, **kwargs)
32
33          self.matrix_wrapper = matrix_wrapper
34          self.setWindowTitle('Define a matrix')
35
36          # === Create the widgets
37
38          self.button_confirm = QtWidgets.QPushButton(self)
39          self.button_confirm.setText('Confirm')
40          self.button_confirm.setEnabled(False)
41          self.button_confirm.clicked.connect(self.confirm_matrix)
42          self.button_confirm.setToolTip('Confirm this as the new matrix<br><b>(Ctrl + Enter)</b>')
43          QShortcut(QKeySequence('Ctrl+Return'), self).activated.connect(self.button_confirm.click)
44
45          self.button_cancel = QtWidgets.QPushButton(self)
46          self.button_cancel.setText('Cancel')
47          self.button_cancel.clicked.connect(self.close)
48          self.button_cancel.setToolTip('Cancel this definition<br><b>(Ctrl + Q)</b>')
49          QShortcut(QKeySequence('Ctrl+Q'), self).activated.connect(self.button_cancel.click)
50
```

```
51          self.label_equals = QtWidgets.QLabel()
52          self.label_equals.setText('=')
53
54          self.letter_combo_box = QtWidgets.QComboBox(self)
55
56          # Everything except I, because that's the identity
57          for letter in ALPHABET_NO_I:
58              self.letter_combo_box.addItem(letter)
59
60          self.letter_combo_box.activated.connect(self.load_matrix)
```

This superclass just has a constructor that subclasses can use. When I added the `DefineAsARotationDialog` class, I also moved the cancel and confirm buttons into the constructor and added abstract methods that all dialog subclasses must implement.

```
# 0d534c35c6a4451e317d41a0d2b3ecb17827b45f
# src/lintrans/gui/dialogs/define_new_matrix.py

61          # === Arrange the widgets
62
63          self.setContentsMargins(10, 10, 10, 10)
64
65          self.horizontal_spacer = QSpacerItem(50, 5, hPolicy=QSizePolicy.Expanding, vPolicy=QSizePolicy.Minimum)
66
67          self.hlay_buttons = QHBoxLayout()
68          self.hlay_buttons.setSpacing(20)
69          self.hlay_buttons.addItem(self.horizontal_spacer)
70          self.hlay_buttons.addWidget(self.button_cancel)
71          self.hlay_buttons.addWidget(self.button_confirm)
72
73      @property
74      def selected_letter(self) -> str:
75          """The letter currently selected in the combo box."""
76          return self.letter_combo_box.currentText()
77
78      @abc.abstractmethod
79      def update_confirm_button(self) -> None:
80          """Enable the confirm button if it should be enabled."""
81          ...
82
83      @abc.abstractmethod
84      def confirm_matrix(self) -> None:
85          """Confirm the inputted matrix and assign it.
86
87          This should mutate self.matrix_wrapper and then call self.accept().
88          """
89          ...
```

I then added the class for the rotation definition dialog.

```
# 0d534c35c6a4451e317d41a0d2b3ecb17827b45f
# src/lintrans/gui/dialogs/define_new_matrix.py

182 class DefineAsARotationDialog(DefineDialog):
183     """The dialog that allows the user to define a new matrix as a rotation."""
184
185     def __init__(self, matrix_wrapper: MatrixWrapper, *args, **kwargs):
186         """Create the dialog, but don't run it yet."""
187         super().__init__(matrix_wrapper, *args, **kwargs)
188
189         # === Create the widgets
190
191         self.label_equals.setText('= rot(')
192
193         self.text_angle = QtWidgets.QLineEdit(self)
194         self.text_angle.setPlaceholderText('angle')
195         self.text_angle.textChanged.connect(self.update_confirm_button)
196
```

```
197             self.label_close_paren = QtWidgets.QLabel(self)
198             self.label_close_paren.setText(')')
199
200             self.checkbox_radians = QtWidgets.QCheckBox(self)
201             self.checkbox_radians.setText('Radians')
202
203             # === Arrange the widgets
204
205             self.hlay_checkbox_and_buttons = QHBoxLayout()
206             self.hlay_checkbox_and_buttons.setSpacing(20)
207             self.hlay_checkbox_and_buttons.addWidget(self.checkbox_radians)
208             self.hlay_checkbox_and_buttons.addItem(self.horizontal_spacer)
209             self.hlay_checkbox_and_buttons.addLayout(self.hlay_buttons)
210
211             self.hlay_definition = QHBoxLayout()
212             self.hlay_definition.addWidget(self.letter_combo_box)
213             self.hlay_definition.addWidget(self.label_equals)
214             self.hlay_definition.addWidget(self.text_angle)
215             self.hlay_definition.addWidget(self.label_close_paren)
216
217             self.vlay_all = QVBoxLayout()
218             self.vlay_all.setSpacing(20)
219             self.vlay_all.addLayout(self.hlay_definition)
220             self.vlay_all.addLayout(self.hlay_checkbox_and_buttons)
221
222             self.setLayout(self.vlay_all)
223
224         def update_confirm_button(self) -> None:
225             """Enable the confirm button if there is a valid float in the angle box."""
226             self.button_confirm.setEnabled(is_float(self.text_angle.text()))
227
228         def confirm_matrix(self) -> None:
229             """Confirm the inputted matrix and assign it."""
230             self.matrix_wrapper[self.selected_letter] = create_rotation_matrix(
231                 float(self.text_angle.text()),
232                 degrees=not self.checkbox_radians.isChecked()
233             )
234             self.accept()
```

This dialog class just overrides the abstract methods of the superclass with its own implementations. This will be the pattern that all of the definition dialogs will follow.

It has a checkbox for radians, since this is supported in `create_rotation_matrix()`, but the textbox only supports numbers, so the user would have to calculate some multiple of π and paste in several decimal places. I expect people to only use degrees, because these are easier to use.

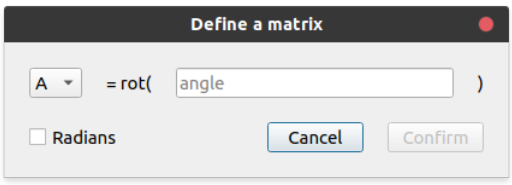


Figure 7: The first version of the rotation definition dialog

I also then implemented a simple `DefineAsAnExpressionDialog`, which evaluates a given expression in the current `MatrixWrapper` context and assigns the result to the given matrix name.

```
# d5f930e15c3c8798d4990486532da46e926a6cb9
# src/lintrans/gui/dialogs/define_new_matrix.py

241 class DefineAsAnExpressionDialog(DefineDialog):
242     """The dialog that allows the user to define a matrix as an expression."""
243
244     def __init__(self, matrix_wrapper: MatrixWrapper, *args, **kwargs):
245         """Create the dialog, but don't run it yet."""
246         super().__init__(matrix_wrapper, *args, **kwargs)
247
248         self.setMinimumWidth(450)
249
250         # === Create the widgets
```

```
251
252             self.text_box_expression = QtWidgets.QLineEdit(self)
253             self.text_box_expression.setPlaceholderText('Enter matrix expression...')
254             self.text_box_expression.textChanged.connect(self.update_confirm_button)
255
256             # === Arrange the widgets
257
258             self.hlay_definition.addWidget(self.text_box_expression)
259
260             self.vlay_all = QVBoxLayout()
261             self.vlay_all.setSpacing(20)
262             self.vlay_all.addLayout(self.hlay_definition)
263             self.vlay_all.addLayout(self.hlay_buttons)
264
265             self.setLayout(self.vlay_all)
266
267         def update_confirm_button(self) -> None:
268             """Enable the confirm button if the expression is valid."""
269             self.button_confirm.setEnabled(
270                 self.matrix_wrapper.is_valid_expression(self.text_box_expression.text())
271             )
272
273         def confirm_matrix(self) -> None:
274             """Evaluate the matrix expression and assign its value to the chosen matrix."""
275             self.matrix_wrapper[self.selected_letter] = \
276                 self.matrix_wrapper.evaluate_expression(self.text_box_expression.text())
277             self.accept()
```

My next dialog that I wanted to implement was a visual definition dialog, which would allow the user to drag around the basis vectors to define a transformation. However, I would first need to create the `lintrans.gui.plots` package to allow for actually visualizing matrices and transformations.

3.3 Visualizing matrices

3.3.1 Creating the plots package

Initially, the `lintrans.gui.plots` package just has some classes for widgets. `TransformationPlotWidget` acts as a base class and then `ViewTransformationWidget` acts as a wrapper. I will expand this class in the future.

```
# 4af63072b383dc9cef9adbb8900323aa007e7f26
# src/lintrans/gui/plots/plot_widget.py

1   """This module provides the basic classes for plotting transformations."""
2
3   from __future__ import annotations
4
5   from PyQt5.QtCore import Qt
6   from PyQt5.QtGui import QColor, QPainter, QPaintEvent, QPen
7   from PyQt5.QtWidgets import QWidget
8
9
10  class TransformationPlotWidget(QWidget):
11      """An abstract superclass for plot widgets.
12
13      This class provides a background (untransformed) plane, and all the backend
14      details for a Qt application, but does not provide useful functionality. To
15      be useful, this class must be subclassed and behaviour must be implemented
16      by the subclass.
17
18      .. warning:: This class should never be directly instantiated, only subclassed.
19
20      .. note::
21         I would make this class have ``metaclass=abc.ABCMeta``, but I can't because it subclasses ``QWidget``,
22         and a every superclass of a class must have the same metaclass, and ``QWidget`` is not an abstract class.
23      """
```

```
24
25          def __init__(self, *args, **kwargs):
26              """Create the widget, passing ``*args`` and ``**kwargs`` to the superclass constructor (``QWidget``)."""
27              super().__init__(*args, **kwargs)
28
29              self.setAutoFillBackground(True)
30
31              # Set the background to white
32              palette = self.palette()
33              palette.setColor(self.backgroundRole(), Qt.white)
34              self.setPalette(palette)
35
36              # Set the gird colour to grey and the axes colour to black
37              self.grid_colour = QColor(128, 128, 128)
38              self.axes_colour = QColor(0, 0, 0)
39
40              self.grid_spacing: int = 50
41              self.line_width: float = 0.4
42
43          @property
44          def w(self) -> int:
45              """Return the width of the widget."""
46              return self.size().width()
47
48          @property
49          def h(self) -> int:
50              """Return the height of the widget."""
51              return self.size().height()
52
53          def paintEvent(self, e: QPaintEvent):
54              """Handle a ``QPaintEvent`` by drawing the widget."""
55              qp = QPainter()
56              qp.begin(self)
57              self.draw_widget(qp)
58              qp.end()
59
60          def draw_widget(self, qp: QPainter):
61              """Draw the grid and axes in the widget."""
62              qp.setRenderHint(QPainter.Antialiasing)
63              qp.setBrush(Qt.NoBrush)
64
65              # Draw the grid
66              qp.setPen(QPen(self.grid_colour, self.line_width))
67
68              # We draw the background grid, centered in the middle
69              # We deliberately exclude the axes - these are drawn separately
70              for x in range(self.w // 2 + self.grid_spacing, self.w, self.grid_spacing):
71                  qp.drawLine(x, 0, x, self.h)
72                  qp.drawLine(self.w - x, 0, self.w - x, self.h)
73
74              for y in range(self.h // 2 + self.grid_spacing, self.h, self.grid_spacing):
75                  qp.drawLine(0, y, self.w, y)
76                  qp.drawLine(0, self.h - y, self.w, self.h - y)
77
78              # Now draw the axes
79              qp.setPen(QPen(self.axes_colour, self.line_width))
80              qp.drawLine(self.w // 2, 0, self.w // 2, self.h)
81              qp.drawLine(0, self.h // 2, self.w, self.h // 2)
82
83
84      class ViewTransformationWidget(TransformationPlotWidget):
85          """This class is used to visualise matrices as transformations."""
86
87          def __init__(self, *args, **kwargs):
88              """Create the widget, passing ``*args`` and ``**kwargs`` to the superclass constructor."""
89              super().__init__(*args, **kwargs)
```

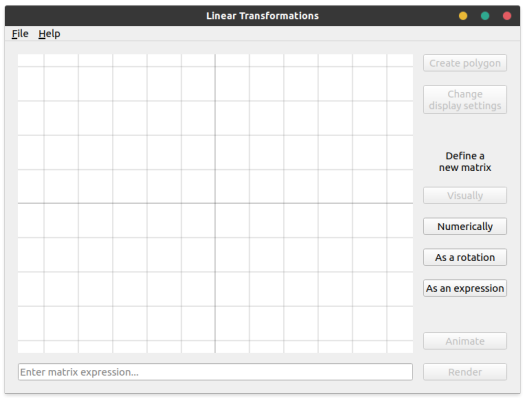


Figure 8: The GUI with background axes

The meat of this class is the `draw_widget()` method. Right now, this method only draws the background axes. My next step is to implement basis vector attributes and draw them in `draw_widget()`. After changing the the `plot` attribute in `LintransMainWindow` to an instance of `ViewTransformationWidget`, the plot was visible in the GUI.

I then refactored the code slightly to rename `draw_widget()` to `draw_background()` and then call it from the `paintEvent()` method in `ViewTransformationWidget`.

3.3.2 Implementing basis vectors

My first step in implementing basis vectors was to add some utility methods to convert between coordinate systems. The matrices are using Cartesian coordinates with $(0, 0)$ in the middle, positive x going to the right, and positive y going up. However, Qt5 is using standard computer graphics coordinates, with $(0, 0)$ in the top left, positive x going to the right, and positive y going down. I needed a way to convert Cartesian 'grid' coordinates to Qt5 'canvas' coordinates, so I wrote some little utility methods.

```
# 1fa7e1c61d61cb6aeff773b9698541f82fee39ea
# src/lintrans/gui/plots/plot_widget.py

    @property
    def origin(self) -> tuple[int, int]:
        """Return the canvas coords of the origin."""
        return self.width() // 2, self.height() // 2

    def trans_x(self, x: float) -> int:
        """Transform an x coordinate from grid coords to canvas coords."""
        return int(self.origin[0] + x * self.grid_spacing)

    def trans_y(self, y: float) -> int:
        """Transform a y coordinate from grid coords to canvas coords."""
        return int(self.origin[1] - y * self.grid_spacing)

    def trans_coords(self, x: float, y: float) -> tuple[int, int]:
        """Transform a coordinate in grid coords to canvas coords."""
        return self.trans_x(x), self.trans_y(y)
```

Once I had a way to convert coordinates, I could add the basis vectors themselves. I did this by creating attributes for the points in the constructor and creating a `transform_by_matrix()` method to change these point attributes accordingly.

```
# 37e7c208a33d7cbbc8e0bb6c94cd889e2918c605
# src/lintrans/gui/plots/plot_widget.py

class ViewTransformationWidget(TransformationPlotWidget):
    """This class is used to visualise matrices as transformations."""

    def __init__(self, *args, **kwargs):
        """Create the widget, passing ``*args`` and ``**kwargs`` to the superclass constructor."""
        super().__init__(*args, **kwargs)

        self.point_i: tuple[float, float] = (1., 0.)
        self.point_j: tuple[float, float] = (0., 1.)

```

```
102             self.colour_i = QColor(37, 244, 15)
103             self.colour_j = QColor(8, 8, 216)
104
105             self.width_vector_line = 1
106             self.width_transformed_grid = 0.6
107
108         def transform_by_matrix(self, matrix: MatrixType) -> None:
109             """Transform the plane by the given matrix."""
110             self.point_i = (matrix[0][0], matrix[1][0])
111             self.point_j = (matrix[0][1], matrix[1][1])
112             self.update()
```

I also created a `draw_transformed_grid()` method which gets called in `paintEvent()`.

```
# 37e7c208a33d7cbbc8e0bb6c94cd889e2918c605
# src/lintrans/gui/plots/plot_widget.py

122         def draw_transformed_grid(self, painter: QPainter) -> None:
123             """Draw the transformed version of the grid, given by the unit vectors."""
124             # Draw the unit vectors
125             painter.setPen(QPen(self.colour_i, self.width_vector_line))
126             painter.drawLine(*self.origin, *self.trans_coords(*self.point_i))
127             painter.setPen(QPen(self.colour_j, self.width_vector_line))
128             painter.drawLine(*self.origin, *self.trans_coords(*self.point_j))
```

I then changed the `render_expression()` method in `LintransMainWindow` to call this new `transform_by_matrix()` method.

```
# 37e7c208a33d7cbbc8e0bb6c94cd889e2918c605
# src/lintrans/gui/main_window.py

229         def render_expression(self) -> None:
230             """Render the expression in the input box, and then clear the box."""
231             self.plot.transform_by_matrix(
232                 self.matrix_wrapper.evaluate_expression(
233                     self.lineedit_expression_box.text()
234                 )
235             )
```

Testing this new code shows that it works well.

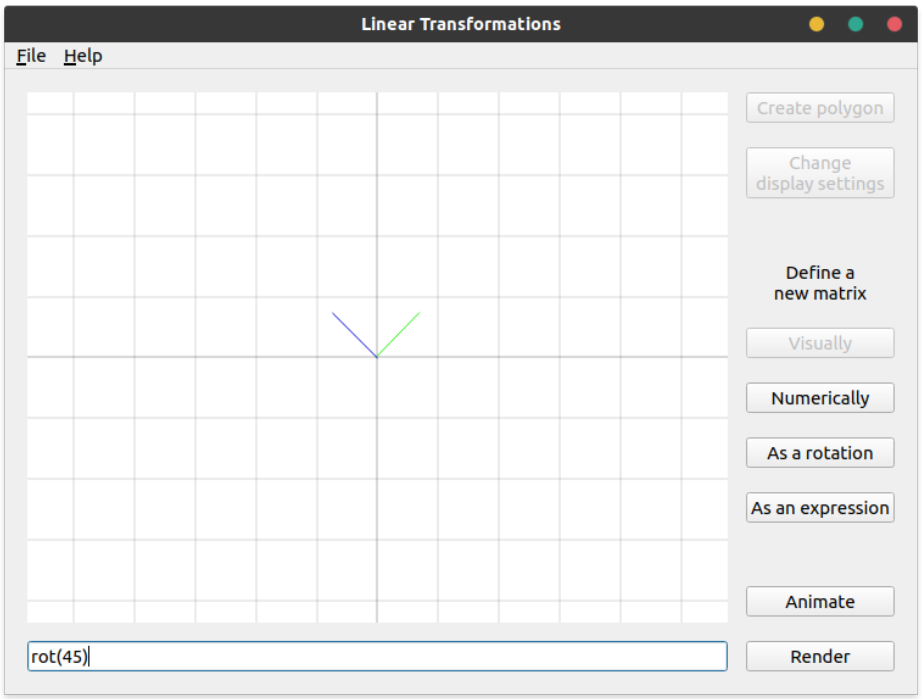


Figure 9: Basis vectors drawn for a 45° rotation

3.3.3 Drawing the transformed grid

After drawing the basis vectors, I wanted to draw the transformed version of the grid. I first created a `grid_corner()` utility method to return the grid coordinates+ of the top right corner of the canvas. This allows me to find the bounding box in which to draw the grid lines.

```
# 2ade98ac28d1c3f6691e4afa819142a3ab8e9fd9
# src/lintrans/gui/plots/plot_widget.py

64      def grid_corner(self) -> tuple[float, float]:
65          """Return the grid coords of the top right corner."""
66          return self.width() / (2 * self.grid_spacing), self.height() / (2 * self.grid_spacing)
```

I then created a `draw_parallel_lines()` method that would fill the bounding box with a set of lines parallel to a given vector with spacing defined by the intersection with a given point.

```
# 2ade98ac28d1c3f6691e4afa819142a3ab8e9fd9
# src/lintrans/gui/plots/plot_widget.py

126     def draw_parallel_lines(self, painter: QPainter, vector: tuple[float, float], point: tuple[float, float]) ->
        ↪ None:
127         """Draw a set of grid lines parallel to ``vector`` intersecting ``point``."""
128         max_x, max_y = self.grid_corner()
129         vector_x, vector_y = vector
130         point_x, point_y = point
131
132         if vector_x == 0:
133             painter.drawLine(self.trans_x(0), 0, self.trans_x(0), self.height())
134
135             for i in range(int(max_x / point_x)):
136                 painter.drawLine(
137                     self.trans_x((i + 1) * point_x),
138                     0,
139                     self.trans_x((i + 1) * point_x),
140                     self.height()
```

```
                )
                painter.drawLine(
                    self.trans_x(-1 * (i + 1) * point_x),
                    0,
                    self.trans_x(-1 * (i + 1) * point_x),
                    self.height()
                )

        elif vector_y == 0:
            painter.drawLine(0, self.trans_y(0), self.width(), self.trans_y(0))

            for i in range(int(max_y / point_y)):
                painter.drawLine(
                    0,
                    self.trans_y((i + 1) * point_y),
                    self.width(),
                    self.trans_y((i + 1) * point_y)
                )
                painter.drawLine(
                    0,
                    self.trans_y(-1 * (i + 1) * point_y),
                    self.width(),
                    self.trans_y(-1 * (i + 1) * point_y)
                )
```

I then called this method from `draw_transformed_grid()`.

```
# 2ade98ac28d1c3f6691e4afa819142a3ab8e9fd9
# src/lintrans/gui/plots/plot_widget.py

    def draw_transformed_grid(self, painter: QPainter) -> None:
        """Draw the transformed version of the grid, given by the unit vectors."""
        # Draw the unit vectors
        painter.setPen(QPen(self.colour_i, self.width_vector_line))
        painter.drawLine(*self.origin, *self.trans_coords(*self.point_i))
        painter.setPen(QPen(self.colour_j, self.width_vector_line))
        painter.drawLine(*self.origin, *self.trans_coords(*self.point_j))

        # Draw all the parallel lines
        painter.setPen(QPen(self.colour_i, self.width_transformed_grid))
        self.draw_parallel_lines(painter, self.point_i, self.point_j)
        painter.setPen(QPen(self.colour_j, self.width_transformed_grid))
        self.draw_parallel_lines(painter, self.point_j, self.point_i)
```

This worked quite well when the matrix involved no rotation, as seen in Figure 10, but this didn't work with rotation. When trying `rot(45)` for example, it looked the same as in Figure 9.

Also, the vectors aren't particularly clear. They'd be much better with arrowheads on their tips, but this is just a prototype. The arrowheads will come later.

My next step was to make the transformed grid lines work with rotations.

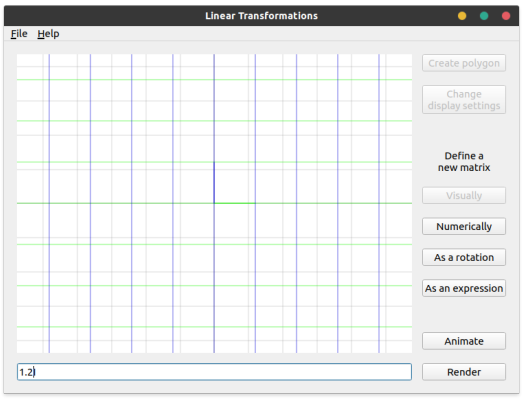


Figure 10: Parallel lines being drawn for matrix 1.2**I**

```
# 7dfe1e24729562501e2fd88a839dca6b653a3375
# src/lintrans/gui/plots/plot_widget.py

def draw_parallel_lines(self, painter: QPainter, vector: tuple[float, float], point: tuple[float, float]) -> None:
```

```
        """Draw a set of grid lines parallel to ``vector`` intersecting ``point``."""
        max_x, max_y = self.grid_corner()
        vector_x, vector_y = vector
        point_x, point_y = point

        print(max_x, max_y, vector_x, vector_y, point_x, point_y)

        # We want to use y = mx + c but m = y / x and if either of those are 0, then this
        # equation is harder to work with, so we deal with these edge cases first
        if abs(vector_x) < 1e-12 and abs(vector_y) < 1e-12:
            # If both components of the vector are practically 0, then we can't render any grid lines
            return

        elif abs(vector_x) < 1e-12:
            painter.drawLine(self.trans_x(0), 0, self.trans_x(0), self.height())

            for i in range(abs(int(max_x / point_x))):
                painter.drawLine(
                    self.trans_x((i + 1) * point_x),
                    0,
                    self.trans_x((i + 1) * point_x),
                    self.height()
                )
                painter.drawLine(
                    self.trans_x(-1 * (i + 1) * point_x),
                    0,
                    self.trans_x(-1 * (i + 1) * point_x),
                    self.height()
                )

        elif abs(vector_y) < 1e-12:
            painter.drawLine(0, self.trans_y(0), self.width(), self.trans_y(0))

            for i in range(abs(int(max_y / point_y))):
                painter.drawLine(
                    0,
                    self.trans_y((i + 1) * point_y),
                    self.width(),
                    self.trans_y((i + 1) * point_y)
                )
                painter.drawLine(
                    0,
                    self.trans_y(-1 * (i + 1) * point_y),
                    self.width(),
                    self.trans_y(-1 * (i + 1) * point_y)
                )

        else:  # If the line is not horizontal or vertical, then we can use y = mx + c
            m = vector_y / vector_x
            c = point_y - m * point_x

            # For c = 0
            painter.drawLine(
                *self.trans_coords(
                    -1 * max_x,
                    m * -1 * max_x
                ),
                *self.trans_coords(
                    max_x,
                    m * max_x
                )
            )

            # Count up how many multiples of c we can have without wasting time rendering lines off screen
            multiples_of_c: int = 0
            ii: int = 1
            while True:
                y1 = m * max_x + ii * c
                y2 = -1 * m * max_x + ii * c

                if y1 < max_y or y2 < max_y:
                    multiples_of_c += 1
                    ii += 1
```

```
200
201             else:
202                 break
203
204         # Once we know how many lines we can draw, we just draw them all
205         for i in range(1, multiples_of_c + 1):
206             painter.drawLine(
207                 *self.trans_coords(
208                     -1 * max_x,
209                     m * -1 * max_x + i * c
210                 ),
211                 *self.trans_coords(
212                     max_x,
213                     m * max_x + i * c
214                 )
215             )
216             painter.drawLine(
217                 *self.trans_coords(
218                     -1 * max_x,
219                     m * -1 * max_x - i * c
220                 ),
221                 *self.trans_coords(
222                     max_x,
223                     m * max_x - i * c
224                 )
225             )
```

This code checks if x or y is zero[10] and if they're not, then we have to use the standard straight line equation $y = mx + c$ to create parallel lines. We find our value of m and then iterate through all the values of c that keep the line within the bounding box.

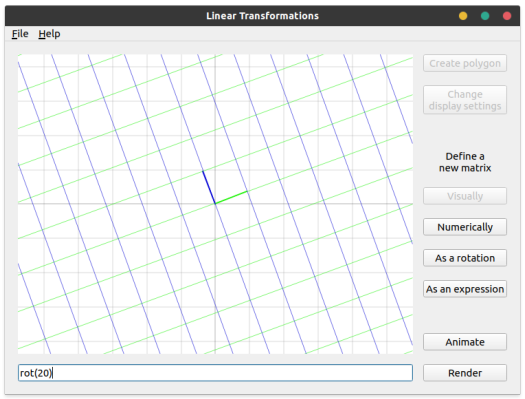


Figure 11: An example of a 20° rotation

There are some serious logical errors in this code. It works fine for things like `3rot(45)` or `0.5rot(20)`, but something like `rot(115)` will leave the program hanging indefinitely.

In fact, this code only works for rotations between 0° and 90°, and will hang forever when given a matrix like $\left(\begin{smallmatrix} 12 & 4 \\ -2 & 3 \end{smallmatrix}\right)$, because it's just not very good.

I will fix these issues in the future, but it works somewhat decently, so I decided to do animation next, because that sounded more fun

[10] We actually check if they're less than 10^{-12} to allow for floating point errors

References

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[11] D. Dyson (DoctorDalek1963). *lintrans*. GitHub. URL: https://github.com/DoctorDalek1963/lintrans.

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A Project code

A.1 `__main__.py`

```
#!/usr/bin/env python

# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""This module provides a :func:`main` function to interpret command line arguments and run the program."""

import sys
from argparse import ArgumentParser
from textwrap import dedent

from lintrans import __version__
from lintrans.gui import main_window


def main(args: list[str]) -> None:
    """Interpret program-specific command line arguments and run the main window in most cases.

    If the user supplies --help or --version, then we simply respond to that and then return.
    If they don't supply either of these, then we run :func:`lintrans.gui.main_window.main`.

    :param list[str] args: The full argument list (including program name)
    """
    parser = ArgumentParser(add_help=False)

    parser.add_argument(
        '-h',
        '--help',
        default=False,
        action='store_true'
    )

    parser.add_argument(
        '-V',
        '--version',
        default=False,
        action='store_true'
    )

    parsed_args, unparsed_args = parser.parse_known_args()

    if parsed_args.help:
        print(dedent('''
        Usage: lintrans [option]

        Options:
            -h, --help       Display this help text and exit
            -V, --version    Display the version information and exit

        Any other options will get passed to the QApplication constructor.
        If you don't know what that means, then don't provide any arguments and just the run the program.'''[1:]))
        return

    if parsed_args.version:
        print(dedent(f'''
        lintrans (version {__version__})
        The linear transformation visualizer

        Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

        This program is licensed under GNU GPLv3, available here:
        <https://www.gnu.org/licenses/gpl-3.0.html>'''[1:]))
        return

```

```
68          for arg in unparsed_args:
69              print(f'Passing "{arg}" to QApplication. See --help for recognised args')
70
71          main_window.main(args[:1] + unparsed_args)
72
73
74      if __name__ == '__main__':
75          main(sys.argv)
```

A.2 __init__.py

```
1       # lintrans - The linear transformation visualizer
2       # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4       # This program is licensed under GNU GPLv3, available here:
5       # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7       """This is the top-level ``lintrans`` package, which contains all the subpackages of the project."""
8
9       from . import gui, matrices, typing_
10
11      __version__ = '0.2.2-alpha'
12
13      __all__ = ['gui', 'matrices', 'typing_', '__version__']
```

A.3 matrices/parse.py

```
1       # lintrans - The linear transformation visualizer
2       # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4       # This program is licensed under GNU GPLv3, available here:
5       # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7       """This module provides functions to parse and validate matrix expressions."""
8
9       from __future__ import annotations
10
11      import re
12      from typing import Pattern
13
14      from lintrans.typing_ import MatrixParseList
15
16
17      class MatrixParseError(Exception):
18          """A simple exception to be raised when an error is found when parsing."""
19
20
21      def compile_valid_expression_pattern() -> Pattern[str]:
22          """Compile the single RegEx pattern that will match a valid matrix expression."""
23          digit_no_zero = '[123456789]'
24          digits = '\\d+'
25          integer_no_zero = digit_no_zero + '(' + digits + ')?'
26          real_number = f'({integer_no_zero}(\\.{digits})?|0?\\.{digits})'
27
28          index_content = f'(-?{integer_no_zero}|T)'
29          index = f'(\\^{{{index_content}}}|\\^{index_content})'
30          matrix_identifier = f'([A-Z]|rot\\(-?{real_number}\\))'
31          matrix = '(' + real_number + '?' + matrix_identifier + index + '?)'
32          expression = f'^-?{matrix}+((\\+|-){matrix}+)*$'
33
34          return re.compile(expression)
35
36
37      # This is an expensive pattern to compile, so we compile it when this module is initialized
38      valid_expression_pattern = compile_valid_expression_pattern()
39
40
41      def validate_matrix_expression(expression: str) -> bool:
```

```
        """Validate the given matrix expression.

        This function simply checks the expression against the BNF schema documented in
        :ref:`expression-syntax-docs`. It is not aware of which matrices are actually defined
        in a wrapper. For an aware version of this function, use the
        :meth:`lintrans.matrices.wrapper.MatrixWrapper.is_valid_expression` method.

        :param str expression: The expression to be validated
        :returns bool: Whether the expression is valid according to the schema
        """
        # Remove all whitespace
        expression = re.sub(r'\s', '', expression)

        match = valid_expression_pattern.match(expression)

        if match is None:
            return False

        # Check if the whole expression was matched against
        return expression == match.group(0)


    def parse_matrix_expression(expression: str) -> MatrixParseList:
        """Parse the matrix expression and return a :data:`lintrans.typing_.MatrixParseList`.

        :Example:

        >>> parse_matrix_expression('A')
        [[('', 'A', '')]]
        >>> parse_matrix_expression('-3M^2')
        [[('-3', 'M', '2')]]
        >>> parse_matrix_expression('1.2rot(12)^{3}2B^T')
        [[('1.2', 'rot(12)', '3'), ('2', 'B', 'T')]]
        >>> parse_matrix_expression('A^2 + 3B')
        [[('', 'A', '2')], [('3', 'B', '')]]
        >>> parse_matrix_expression('-3A^{-1}3B^T - 45M^2')
        [[('-3', 'A', '-1'), ('3', 'B', 'T')], [('-45', 'M', '2')]]
        >>> parse_matrix_expression('5.3A^{4} 2.6B^{-2} + 4.6D^T 8.9E^{-1}')
        [[('5.3', 'A', '4'), ('2.6', 'B', '-2')], [('4.6', 'D', 'T'), ('8.9', 'E', '-1')]]

        :param str expression: The expression to be parsed
        :returns: A list of parsed components
        :rtype: :data:`lintrans.typing_.MatrixParseList`
        """
        # Remove all whitespace
        expression = re.sub(r'\s', '', expression)

        # Check if it's valid
        if not validate_matrix_expression(expression):
            raise MatrixParseError('Invalid expression')

        # Wrap all exponents and transposition powers with {}
        expression = re.sub(r'(?<=\^)(-?\d+|T)(?=[^}]|$)', r'{\g<0>}', expression)

        # Remove any standalone minuses
        expression = re.sub(r'-(?=[A-Z])', '-1', expression)

        # Replace subtractions with additions
        expression = re.sub(r'-(?=\d+\.?\d*([A-Z]|rot))', '+-', expression)

        # Get rid of a potential leading + introduced by the last step
        expression = re.sub(r'^\+', '', expression)

        return [
            [
                # The tuple returned by re.findall is (multiplier, matrix identifier, full index, stripped index),
                # so we have to remove the full index, which contains the {}
                (t[0], t[1], t[3])
                for t in re.findall(r'(-?\d*\.?\d*)?([A-Z]|rot\(-?\d+\.?\d*\))(\^{(-?\d+|T)})?', group)
            ]
            # We just split the expression by '+' to have separate groups
            for group in expression.split('+')
        ]
```

A.4 `matrices/wrapper.py`

```python
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""This module contains the main :class:`MatrixWrapper` class and a function to create a matrix from an angle."""

from __future__ import annotations

import re
from copy import copy
from functools import reduce
from operator import add, matmul
from typing import Any, Optional, Union

import numpy as np

from .parse import parse_matrix_expression, validate_matrix_expression
from lintrans.typing_ import is_matrix_type, MatrixType


class MatrixWrapper:
    """A wrapper class to hold all possible matrices and allow access to them.

    .. note::
       When defining a custom matrix, its name must be a capital letter and cannot be ``I``.

    The contained matrices can be accessed and assigned to using square bracket notation.

    :Example:

    >>> wrapper = MatrixWrapper()
    >>> wrapper['I']
    array([[1., 0.],
           [0., 1.]])
    >>> wrapper['M']  # Returns None
    >>> wrapper['M'] = np.array([[1, 2], [3, 4]])
    >>> wrapper['M']
    array([[1., 2.],
           [3., 4.]])
    """

    def __init__(self):
        """Initialize a :class:`MatrixWrapper` object with a dictionary of matrices which can be accessed."""
        self._matrices: dict[str, Optional[Union[MatrixType, str]]] = {
            'A': None, 'B': None, 'C': None, 'D': None,
            'E': None, 'F': None, 'G': None, 'H': None,
            'I': np.eye(2),  # I is always defined as the identity matrix
            'J': None, 'K': None, 'L': None, 'M': None,
            'N': None, 'O': None, 'P': None, 'Q': None,
            'R': None, 'S': None, 'T': None, 'U': None,
            'V': None, 'W': None, 'X': None, 'Y': None,
            'Z': None
        }

    def __repr__(self) -> str:
        """Return a nice string repr of the :class:`MatrixWrapper` for debugging."""
        defined_matrices = ''.join([k for k, v in self._matrices.items() if v is not None])
        return f'<{self.__class__.__module__}.{self.__class__.__name__} object with ' \
               f"{len(defined_matrices)} defined matrices: '{defined_matrices}'>"

    def __eq__(self, other: Any) -> bool:
        """Check for equality in wrappers by comparing dictionaries.

        :param Any other: The object to compare this wrapper to
        """
        if not isinstance(other, self.__class__):
            return NotImplemented

```

```
71              # We loop over every matrix and check if every value is equal in each
72              for name in self._matrices:
73                  s_matrix = self[name]
74                  o_matrix = other[name]
75
76                  if s_matrix is None and o_matrix is None:
77                      continue
78
79                  elif (s_matrix is None and o_matrix is not None) or \
80                       (s_matrix is not None and o_matrix is None):
81                      return False
82
83                  # This is mainly to satisfy mypy, because we know these must be matrices
84                  elif not is_matrix_type(s_matrix) or not is_matrix_type(o_matrix):
85                      return False
86
87                  # Now we know they're both NumPy arrays
88                  elif np.array_equal(s_matrix, o_matrix):
89                      continue
90
91                  else:
92                      return False
93
94              return True
95
96          def __hash__(self) -> int:
97              """Return the hash of the matrices dictionary."""
98              return hash(self._matrices)
99
100         def __getitem__(self, name: str) -> Optional[MatrixType]:
101             """Get the matrix with the given name.
102
103             If it is a simple name, it will just be fetched from the dictionary. If the name is ``rot(x)``, with
104             a given angle in degrees, then we return a new matrix representing a rotation by that angle.
105
106             .. note::
107                If the named matrix is defined as an expression, then this method will return its evaluation.
108                If you want the expression itself, use :meth:`get_expression`.
109
110             :param str name: The name of the matrix to get
111             :returns Optional[MatrixType]: The value of the matrix (could be None)
112
113             :raises NameError: If there is no matrix with the given name
114             """
115             # Return a new rotation matrix
116             if (match := re.match(r'rot\((-?\d*\.?\d*)\)', name)) is not None:
117                 return create_rotation_matrix(float(match.group(1)))
118
119             if name not in self._matrices:
120                 raise NameError(f'Unrecognised matrix name "{name}"')
121
122             # We copy the matrix before we return it so the user can't accidentally mutate the matrix
123             matrix = copy(self._matrices[name])
124
125             if isinstance(matrix, str):
126                 return self.evaluate_expression(matrix)
127
128             return matrix
129
130         def __setitem__(self, name: str, new_matrix: Optional[Union[MatrixType, str]]) -> None:
131             """Set the value of matrix ``name`` with the new_matrix.
132
133             The new matrix may be a simple 2x2 NumPy array, or it could be a string, representing an
134             expression in terms of other, previously defined matrices.
135
136             :param str name: The name of the matrix to set the value of
137             :param Optional[Union[MatrixType, str]] new_matrix: The value of the new matrix (could be None)
138
139             :raises NameError: If the name isn't a legal matrix name
140             :raises TypeError: If the matrix isn't a valid 2x2 NumPy array or expression in terms of other defined
    ↪  matrices
141             :raises ValueError: If you attempt to define a matrix in terms of itself
142             """
```

```
143             if not (name in self._matrices and name != 'I'):
144                 raise NameError('Matrix name is illegal')
145 
146             if new_matrix is None:
147                 self._matrices[name] = None
148                 return
149 
150             if isinstance(new_matrix, str):
151                 if self.is_valid_expression(new_matrix):
152                     if name not in new_matrix:
153                         self._matrices[name] = new_matrix
154                         return
155                     else:
156                         raise ValueError('Cannot define a matrix recursively')
157 
158             if not is_matrix_type(new_matrix):
159                 raise TypeError('Matrix must be a 2x2 NumPy array')
160 
161             # All matrices must have float entries
162             a = float(new_matrix[0][0])
163             b = float(new_matrix[0][1])
164             c = float(new_matrix[1][0])
165             d = float(new_matrix[1][1])
166 
167             self._matrices[name] = np.array([[a, b], [c, d]])
168 
169         def get_expression(self, name: str) -> Optional[str]:
170             """If the named matrix is defined as an expression, return that expression, else return None.
171 
172             :param str name: The name of the matrix
173             :returns Optional[str]: The expression that the matrix is defined as, or None
174 
175             :raises NameError: If the name is invalid
176             """
177             if name not in self._matrices:
178                 raise NameError('Matrix must have a legal name')
179 
180             matrix = self._matrices[name]
181             if isinstance(matrix, str):
182                 return matrix
183 
184             return None
185 
186         def is_valid_expression(self, expression: str) -> bool:
187             """Check if the given expression is valid, using the context of the wrapper.
188 
189             This method calls :func:`lintrans.matrices.parse.validate_matrix_expression`, but also
190             ensures that all the matrices in the expression are defined in the wrapper.
191 
192             :param str expression: The expression to validate
193             :returns bool: Whether the expression is valid in this wrapper
194 
195             :raises LinAlgError: If a matrix is defined in terms of the inverse of a singular matrix
196             """
197             # Get rid of the transposes to check all capital letters
198             new_expression = expression.replace('^T', '').replace('^{T}', '')
199 
200             # Make sure all the referenced matrices are defined
201             for matrix in [x for x in new_expression if re.match('[A-Z]', x)]:
202                 if self[matrix] is None:
203                     return False
204 
205                 if (expr := self.get_expression(matrix)) is not None:
206                     if not self.is_valid_expression(expr):
207                         return False
208 
209             return validate_matrix_expression(expression)
210 
211         def evaluate_expression(self, expression: str) -> MatrixType:
212             """Evaluate a given expression and return the matrix evaluation.
213 
214             :param str expression: The expression to be parsed
215             :returns MatrixType: The matrix result of the expression
```

```
216
217             :raises ValueError: If the expression is invalid
218             """
219             if not self.is_valid_expression(expression):
220                 raise ValueError('The expression is invalid')
221
222             parsed_result = parse_matrix_expression(expression)
223             final_groups: list[list[MatrixType]] = []
224
225             for group in parsed_result:
226                 f_group: list[MatrixType] = []
227
228                 for multiplier, identifier, index in group:
229                     if index == 'T':
230                         m = self[identifier]
231
232                         # This assertion is just so mypy doesn't complain
233                         # We know this won't be None, because we know that this matrix is defined in this wrapper
234                         assert m is not None
235                         matrix_value = m.T
236
237                     else:
238                         matrix_value = np.linalg.matrix_power(self[identifier], 1 if index == '' else int(index))
239
240                     matrix_value *= 1 if multiplier == '' else float(multiplier)
241                     f_group.append(matrix_value)
242
243                 final_groups.append(f_group)
244
245             return reduce(add, [reduce(matmul, group) for group in final_groups])
246
247
248     def create_rotation_matrix(angle: float, *, degrees: bool = True) -> MatrixType:
249         """Create a matrix representing a rotation (anticlockwise) by the given angle.
250
251         :Example:
252
253         >>> create_rotation_matrix(30)
254         array([[ 0.8660254, -0.5      ],
255                [ 0.5      ,  0.8660254]])
256         >>> create_rotation_matrix(45)
257         array([[ 0.70710678, -0.70710678],
258                [ 0.70710678,  0.70710678]])
259         >>> create_rotation_matrix(np.pi / 3, degrees=False)
260         array([[ 0.5      , -0.8660254],
261                [ 0.8660254,  0.5      ]])
262
263         :param float angle: The angle to rotate anticlockwise by
264         :param bool degrees: Whether to interpret the angle as degrees (True) or radians (False)
265         :returns MatrixType: The resultant matrix
266         """
267         rad = np.deg2rad(angle) if degrees else angle
268         return np.array([
269             [np.cos(rad), -1 * np.sin(rad)],
270             [np.sin(rad), np.cos(rad)]
271         ])
```

A.5 matrices/__init__.py

```
1   # lintrans - The linear transformation visualizer
2   # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4   # This program is licensed under GNU GPLv3, available here:
5   # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """This package supplies classes and functions to parse, evaluate, and wrap matrices."""
8
9   from . import parse
10  from .wrapper import create_rotation_matrix, MatrixWrapper
11
```

```
__all__ = ['create_rotation_matrix', 'MatrixWrapper', 'parse']
```

A.6 typing_/__init__.py

```
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""This package supplies type aliases for linear algebra and transformations.

.. note::
   This package is called ``typing_`` and not ``typing`` to avoid name collisions with the
   builtin :mod:`typing`. I don't quite know how this collision occurs, but renaming
   this module fixed the problem.
"""

from __future__ import annotations

from typing import Any, TypeGuard

from numpy import ndarray
from nptyping import NDArray, Float

__all__ = ['is_matrix_type', 'MatrixType', 'MatrixParseList']

MatrixType = NDArray[(2, 2), Float]
"""This type represents a 2x2 matrix as a NumPy array."""

MatrixParseList = list[list[tuple[str, str, str]]]
"""This is a list containing lists of tuples. Each tuple represents a matrix and is ``(multiplier,
matrix_identifier, index)`` where all of them are strings. These matrix-representing tuples are
contained in lists which represent multiplication groups. Every matrix in the group should be
multiplied together, in order. These multiplication group lists are contained by a top level list,
which is this type. Once these multiplication group lists have been evaluated, they should be summed.

In the tuples, the multiplier is a string representing a real number, the matrix identifier
is a capital letter or ``rot(x)`` where x is a real number angle, and the index is a string
representing an integer, or it's the letter ``T`` for transpose.
"""


def is_matrix_type(matrix: Any) -> TypeGuard[NDArray[(2, 2), Float]]:
    """Check if the given value is a valid matrix type.

    .. note::
       This function is a TypeGuard, meaning if it returns True, then the
       passed value must be a :attr:`lintrans.typing_.MatrixType`.
    """
    return isinstance(matrix, ndarray) and matrix.shape == (2, 2)
```

A.7 gui/main_window.py

```
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""This module provides the :class:`LintransMainWindow` class, which provides the main window for the GUI."""

from __future__ import annotations

import sys
import webbrowser
from copy import deepcopy
from typing import Type
```

```

import numpy as np
from numpy import linalg
from numpy.linalg import LinAlgError
from PyQt5 import QtWidgets
from PyQt5.QtCore import pyqtSlot, QThread
from PyQt5.QtGui import QKeySequence
from PyQt5.QtWidgets import (QApplication, QHBoxLayout, QMainWindow, QMessageBox,
                             QShortcut, QSizePolicy, QSpacerItem, QVBoxLayout)

from lintrans.matrices import MatrixWrapper
from lintrans.matrices.parse import validate_matrix_expression
from lintrans.typing_ import MatrixType
from . import dialogs
from .dialogs import DefineAsAnExpressionDialog, DefineDialog, DefineNumericallyDialog, DefineVisuallyDialog
from .dialogs.settings import DisplaySettingsDialog
from .plots import VisualizeTransformationWidget
from .settings import DisplaySettings
from .validate import MatrixExpressionValidator


class LintransMainWindow(QMainWindow):
    """This class provides a main window for the GUI using the Qt framework.

    This class should not be used directly, instead call :func:`lintrans.gui.main_window.main` to create the GUI.
    """

    def __init__(self):
        """Create the main window object, and create and arrange every widget in it.

        This doesn't show the window, it just constructs it. Use :func:`lintrans.gui.main_window.main` to show the
↪   GUI.
        """
        super().__init__()

        self.matrix_wrapper = MatrixWrapper()

        self.setWindowTitle('lintrans')
        self.setMinimumSize(1000, 750)

        self.animating: bool = False
        self.animating_sequence: bool = False

        # === Create menubar

        self.menubar = QtWidgets.QMenuBar(self)

        self.menu_file = QtWidgets.QMenu(self.menubar)
        self.menu_file.setTitle('&File')

        self.menu_help = QtWidgets.QMenu(self.menubar)
        self.menu_help.setTitle('&Help')

        self.action_new = QtWidgets.QAction(self)
        self.action_new.setText('&New')
        self.action_new.setShortcut('Ctrl+N')
        self.action_new.triggered.connect(lambda: print('new'))

        self.action_open = QtWidgets.QAction(self)
        self.action_open.setText('&Open')
        self.action_open.setShortcut('Ctrl+O')
        self.action_open.triggered.connect(lambda: print('open'))

        self.action_save = QtWidgets.QAction(self)
        self.action_save.setText('&Save')
        self.action_save.setShortcut('Ctrl+S')
        self.action_save.triggered.connect(lambda: print('save'))

        self.action_save_as = QtWidgets.QAction(self)
        self.action_save_as.setText('Save as...')
        self.action_save_as.triggered.connect(lambda: print('save as'))

        self.action_tutorial = QtWidgets.QAction(self)
```

```
87            self.action_tutorial.setText('&Tutorial')
88            self.action_tutorial.setShortcut('F1')
89            self.action_tutorial.triggered.connect(lambda: print('tutorial'))
90
91            self.action_docs = QtWidgets.QAction(self)
92            self.action_docs.setText('&Docs')
93            self.action_docs.triggered.connect(
94                lambda: webbrowser.open_new_tab('https://doctordalek1963.github.io/lintrans/docs/index.html')
95            )
96
97            self.action_about = QtWidgets.QAction(self)
98            self.action_about.setText('&About')
99            self.action_about.triggered.connect(lambda: dialogs.AboutDialog(self).open())
100
101           # TODO: Implement these actions and enable them
102           self.action_new.setEnabled(False)
103           self.action_open.setEnabled(False)
104           self.action_save.setEnabled(False)
105           self.action_save_as.setEnabled(False)
106           self.action_tutorial.setEnabled(False)
107
108           self.menu_file.addAction(self.action_new)
109           self.menu_file.addAction(self.action_open)
110           self.menu_file.addSeparator()
111           self.menu_file.addAction(self.action_save)
112           self.menu_file.addAction(self.action_save_as)
113
114           self.menu_help.addAction(self.action_tutorial)
115           self.menu_help.addAction(self.action_docs)
116           self.menu_help.addSeparator()
117           self.menu_help.addAction(self.action_about)
118
119           self.menubar.addAction(self.menu_file.menuAction())
120           self.menubar.addAction(self.menu_help.menuAction())
121
122           self.setMenuBar(self.menubar)
123
124           # === Create widgets
125
126           # Left layout: the plot and input box
127
128           self.plot = VisualizeTransformationWidget(self, display_settings=DisplaySettings())
129
130           self.lineedit_expression_box = QtWidgets.QLineEdit(self)
131           self.lineedit_expression_box.setPlaceholderText('Enter matrix expression...')
132           self.lineedit_expression_box.setValidator(MatrixExpressionValidator(self))
133           self.lineedit_expression_box.textChanged.connect(self.update_render_buttons)
134
135           # Right layout: all the buttons
136
137           # Misc buttons
138
139           self.button_create_polygon = QtWidgets.QPushButton(self)
140           self.button_create_polygon.setText('Create polygon')
141           # self.button_create_polygon.clicked.connect(self.create_polygon)
142           self.button_create_polygon.setToolTip('Define a new polygon to view the transformation of')
143
144           # TODO: Implement this and enable button
145           self.button_create_polygon.setEnabled(False)
146
147           self.button_change_display_settings = QtWidgets.QPushButton(self)
148           self.button_change_display_settings.setText('Change\ndisplay settings')
149           self.button_change_display_settings.clicked.connect(self.dialog_change_display_settings)
150           self.button_change_display_settings.setToolTip(
151               "Change which things are rendered and how they're rendered<br><b>(Ctrl + D)</b>"
152           )
153           QShortcut(QKeySequence('Ctrl+D'), self).activated.connect(self.button_change_display_settings.click)
154
155           self.button_reset_zoom = QtWidgets.QPushButton(self)
156           self.button_reset_zoom.setText('Reset zoom')
157           self.button_reset_zoom.clicked.connect(self.reset_zoom)
158           self.button_reset_zoom.setToolTip('Reset the zoom level back to normal<br><b>(Ctrl + Shift + R)</b>')
159           QShortcut(QKeySequence('Ctrl+Shift+R'), self).activated.connect(self.button_reset_zoom.click)
```

```
160
161             # Define new matrix buttons and their groupbox
162
163             self.button_define_visually = QtWidgets.QPushButton(self)
164             self.button_define_visually.setText('Visually')
165             self.button_define_visually.setToolTip('Drag the basis vectors<br><b>(Alt + 1)</b>')
166             self.button_define_visually.clicked.connect(lambda: self.dialog_define_matrix(DefineVisuallyDialog))
167             QShortcut(QKeySequence('Alt+1'), self).activated.connect(self.button_define_visually.click)
168
169             self.button_define_numerically = QtWidgets.QPushButton(self)
170             self.button_define_numerically.setText('Numerically')
171             self.button_define_numerically.setToolTip('Define a matrix just with numbers<br><b>(Alt + 2)</b>')
172             self.button_define_numerically.clicked.connect(lambda: self.dialog_define_matrix(DefineNumericallyDialog))
173             QShortcut(QKeySequence('Alt+2'), self).activated.connect(self.button_define_numerically.click)
174
175             self.button_define_as_expression = QtWidgets.QPushButton(self)
176             self.button_define_as_expression.setText('As an expression')
177             self.button_define_as_expression.setToolTip('Define a matrix in terms of other matrices<br><b>(Alt +
                ↪  3)</b>')
178             self.button_define_as_expression.clicked.connect(lambda:
                ↪  self.dialog_define_matrix(DefineAsAnExpressionDialog))
179             QShortcut(QKeySequence('Alt+3'), self).activated.connect(self.button_define_as_expression.click)
180
181             self.vlay_define_new_matrix = QVBoxLayout()
182             self.vlay_define_new_matrix.setSpacing(20)
183             self.vlay_define_new_matrix.addWidget(self.button_define_visually)
184             self.vlay_define_new_matrix.addWidget(self.button_define_numerically)
185             self.vlay_define_new_matrix.addWidget(self.button_define_as_expression)
186
187             self.groupbox_define_new_matrix = QtWidgets.QGroupBox('Define a new matrix', self)
188             self.groupbox_define_new_matrix.setLayout(self.vlay_define_new_matrix)
189
190             # Render buttons
191
192             self.button_reset = QtWidgets.QPushButton(self)
193             self.button_reset.setText('Reset')
194             self.button_reset.clicked.connect(self.reset_transformation)
195             self.button_reset.setToolTip('Reset the visualized transformation back to the identity<br><b>(Ctrl +
                ↪  R)</b>')
196             QShortcut(QKeySequence('Ctrl+R'), self).activated.connect(self.button_reset.click)
197
198             self.button_render = QtWidgets.QPushButton(self)
199             self.button_render.setText('Render')
200             self.button_render.setEnabled(False)
201             self.button_render.clicked.connect(self.render_expression)
202             self.button_render.setToolTip('Render the expression<br><b>(Ctrl + Enter)</b>')
203             QShortcut(QKeySequence('Ctrl+Return'), self).activated.connect(self.button_render.click)
204
205             self.button_animate = QtWidgets.QPushButton(self)
206             self.button_animate.setText('Animate')
207             self.button_animate.setEnabled(False)
208             self.button_animate.clicked.connect(self.animate_expression)
209             self.button_animate.setToolTip('Animate the expression<br><b>(Ctrl + Shift + Enter)</b>')
210             QShortcut(QKeySequence('Ctrl+Shift+Return'), self).activated.connect(self.button_animate.click)
211
212             # === Arrange widgets
213
214             self.vlay_left = QVBoxLayout()
215             self.vlay_left.addWidget(self.plot)
216             self.vlay_left.addWidget(self.lineedit_expression_box)
217
218             self.vlay_misc_buttons = QVBoxLayout()
219             self.vlay_misc_buttons.setSpacing(20)
220             self.vlay_misc_buttons.addWidget(self.button_create_polygon)
221             self.vlay_misc_buttons.addWidget(self.button_change_display_settings)
222             self.vlay_misc_buttons.addWidget(self.button_reset_zoom)
223
224             self.vlay_render = QVBoxLayout()
225             self.vlay_render.setSpacing(20)
226             self.vlay_render.addWidget(self.button_reset)
227             self.vlay_render.addWidget(self.button_animate)
228             self.vlay_render.addWidget(self.button_render)
229
```

```
230             self.vlay_right = QVBoxLayout()
231             self.vlay_right.setSpacing(50)
232             self.vlay_right.addLayout(self.vlay_misc_buttons)
233             self.vlay_right.addItem(QSpacerItem(100, 2, hPolicy=QSizePolicy.Minimum, vPolicy=QSizePolicy.Expanding))
234             self.vlay_right.addWidget(self.groupbox_define_new_matrix)
235             self.vlay_right.addItem(QSpacerItem(100, 2, hPolicy=QSizePolicy.Minimum, vPolicy=QSizePolicy.Expanding))
236             self.vlay_right.addLayout(self.vlay_render)
237
238             self.hlay_all = QHBoxLayout()
239             self.hlay_all.setSpacing(15)
240             self.hlay_all.addLayout(self.vlay_left)
241             self.hlay_all.addLayout(self.vlay_right)
242
243             self.central_widget = QtWidgets.QWidget()
244             self.central_widget.setLayout(self.hlay_all)
245             self.central_widget.setContentsMargins(10, 10, 10, 10)
246
247             self.setCentralWidget(self.central_widget)
248
249         def update_render_buttons(self) -> None:
250             """Enable or disable the render and animate buttons according to whether the matrix expression is valid."""
251             text = self.lineedit_expression_box.text()
252
253             # Let's say that the user defines a non-singular matrix A, then defines B as A^-1
254             # If they then redefine A and make it singular, then we get a LinAlgError when
255             # trying to evaluate an expression with B in it
256             # To fix this, we just do naive validation rather than aware validation
257             if ',' in text:
258                 self.button_render.setEnabled(False)
259
260                 try:
261                     valid = all(self.matrix_wrapper.is_valid_expression(x) for x in text.split(','))
262                 except LinAlgError:
263                     valid = all(validate_matrix_expression(x) for x in text.split(','))
264
265                 self.button_animate.setEnabled(valid)
266
267             else:
268                 try:
269                     valid = self.matrix_wrapper.is_valid_expression(text)
270                 except LinAlgError:
271                     valid = validate_matrix_expression(text)
272
273                 self.button_render.setEnabled(valid)
274                 self.button_animate.setEnabled(valid)
275
276         @pyqtSlot()
277         def reset_zoom(self) -> None:
278             """Reset the zoom level back to normal."""
279             self.plot.grid_spacing = self.plot.default_grid_spacing
280             self.plot.update()
281
282         @pyqtSlot()
283         def reset_transformation(self) -> None:
284             """Reset the visualized transformation back to the identity."""
285             self.plot.visualize_matrix_transformation(self.matrix_wrapper['I'])
286             self.animating = False
287             self.animating_sequence = False
288             self.plot.update()
289
290         @pyqtSlot()
291         def render_expression(self) -> None:
292             """Render the transformation given by the expression in the input box."""
293             try:
294                 matrix = self.matrix_wrapper.evaluate_expression(self.lineedit_expression_box.text())
295
296             except LinAlgError:
297                 self.show_error_message('Singular matrix', 'Cannot take inverse of singular matrix')
298                 return
299
300             if self.is_matrix_too_big(matrix):
301                 self.show_error_message('Matrix too big', "This matrix doesn't fit on the canvas")
302                 return
```

```
303
304             self.plot.visualize_matrix_transformation(matrix)
305             self.plot.update()
306
307         @pyqtSlot()
308         def animate_expression(self) -> None:
309             """Animate from the current matrix to the matrix in the expression box."""
310             self.button_render.setEnabled(False)
311             self.button_animate.setEnabled(False)
312
313             matrix_start: MatrixType = np.array([
314                 [self.plot.point_i[0], self.plot.point_j[0]],
315                 [self.plot.point_i[1], self.plot.point_j[1]]
316             ])
317
318             text = self.lineedit_expression_box.text()
319
320             # If there's commas in the expression, then we want to animate each part at a time
321             if ',' in text:
322                 current_matrix = matrix_start
323                 self.animating_sequence = True
324
325                 # For each expression in the list, right multiply it by the current matrix,
326                 # and animate from the current matrix to that new matrix
327                 for expr in text.split(',')[::-1]:
328                     try:
329                         new_matrix = self.matrix_wrapper.evaluate_expression(expr) @ current_matrix
330                     except LinAlgError:
331                         self.show_error_message('Singular matrix', 'Cannot take inverse of singular matrix')
332                         return
333
334                     if not self.animating_sequence:
335                         break
336
337                     self.animate_between_matrices(current_matrix, new_matrix)
338                     current_matrix = new_matrix
339
340                     # Here we just redraw and allow for other events to be handled while we pause
341                     self.plot.update()
342                     QApplication.processEvents()
343                     QThread.msleep(self.plot.display_settings.animation_pause_length)
344
345                 self.animating_sequence = False
346
347             # If there's no commas, then just animate directly from the start to the target
348             else:
349                 # Get the target matrix and it's determinant
350                 try:
351                     matrix_target = self.matrix_wrapper.evaluate_expression(text)
352
353                 except LinAlgError:
354                     self.show_error_message('Singular matrix', 'Cannot take inverse of singular matrix')
355                     return
356
357                 # The concept of applicative animation is explained in /gui/settings.py
358                 if self.plot.display_settings.applicative_animation:
359                     matrix_target = matrix_target @ matrix_start
360
361                 # If we want a transitional animation and we're animating the same matrix, then restart the animation
362                 # We use this check rather than equality because of small floating point errors
363                 elif (abs(matrix_start - matrix_target) < 1e-12).all():
364                     matrix_start = self.matrix_wrapper['I']
365
366                     # We pause here for 200 ms to make the animation look a bit nicer
367                     self.plot.visualize_matrix_transformation(matrix_start)
368                     self.plot.update()
369                     QApplication.processEvents()
370                     QThread.msleep(200)
371
372                 self.animate_between_matrices(matrix_start, matrix_target)
373
374             self.update_render_buttons()
375
```

```
376         def animate_between_matrices(self, matrix_start: MatrixType, matrix_target: MatrixType, steps: int = 100) ->
            ↪ None:
377             """Animate from the start matrix to the target matrix."""
378             det_target = linalg.det(matrix_target)
379             det_start = linalg.det(matrix_start)
380 
381             self.animating = True
382 
383             for i in range(0, steps + 1):
384                 if not self.animating:
385                     break
386 
387                 # This proportion is how far we are through the loop
388                 proportion = i / steps
389 
390                 # matrix_a is the start matrix plus some part of the target, scaled by the proportion
391                 # If we just used matrix_a, then things would animate, but the determinants would be weird
392                 matrix_a = matrix_start + proportion * (matrix_target - matrix_start)
393 
394                 if self.plot.display_settings.smoothen_determinant and det_start * det_target > 0:
395                     # To fix the determinant problem, we get the determinant of matrix_a and use it to normalize
396                     det_a = linalg.det(matrix_a)
397 
398                     # For a 2x2 matrix A and a scalar c, we know that det(cA) = c^2 det(A)
399                     # We want B = cA such that det(B) = det(S), where S is the start matrix,
400                     # so then we can scale it with the animation, so we get
401                     # det(cA) = c^2 det(A) = det(S) => c = sqrt(abs(det(S) / det(A)))
402                     # Then we scale A to get the determinant we want, and call that matrix_b
403                     if det_a == 0:
404                         c = 0
405                     else:
406                         c = np.sqrt(abs(det_start / det_a))
407 
408                     matrix_b = c * matrix_a
409                     det_b = linalg.det(matrix_b)
410 
411                     # matrix_to_render is the final matrix that we then render for this frame
412                     # It's B, but we scale it over time to have the target determinant
413 
414                     # We want some C = dB such that det(C) is some target determinant T
415                     # det(dB) = d^2 det(B) = T => d = sqrt(abs(T / det(B))
416 
417                     # We're also subtracting 1 and multiplying by the proportion and then adding one
418                     # This just scales the determinant along with the animation
419 
420                     # That is all of course, if we can do that
421                     # We'll crash if we try to do this with det(B) == 0
422                     if det_b != 0:
423                         scalar = 1 + proportion * (np.sqrt(abs(det_target / det_b)) - 1)
424                         matrix_to_render = scalar * matrix_b
425 
426                     else:
427                         matrix_to_render = matrix_a
428 
429                 else:
430                     matrix_to_render = matrix_a
431 
432                 if self.is_matrix_too_big(matrix_to_render):
433                     self.show_error_message('Matrix too big', "This matrix doesn't fit on the canvas")
434                     return
435 
436                 self.plot.visualize_matrix_transformation(matrix_to_render)
437 
438                 # We schedule the plot to be updated, tell the event loop to
439                 # process events, and asynchronously sleep for 10ms
440                 # This allows for other events to be processed while animating, like zooming in and out
441                 self.plot.update()
442                 QApplication.processEvents()
443                 QThread.msleep(1000 // steps)
444 
445             self.animating = False
446 
447         @pyqtSlot(DefineDialog)
```

```
448         def dialog_define_matrix(self, dialog_class: Type[DefineDialog]) -> None:
449             """Open a generic definition dialog to define a new matrix.
450 
451             The class for the desired dialog is passed as an argument. We create an
452             instance of this class and the dialog is opened asynchronously and modally
453             (meaning it blocks interaction with the main window) with the proper method
454             connected to the :meth:`QDialog.accepted` signal.
455 
456             .. note:: ``dialog_class`` must subclass :class:`lintrans.gui.dialogs.define_new_matrix.DefineDialog`.
457 
458             :param dialog_class: The dialog class to instantiate
459             :type dialog_class: Type[lintrans.gui.dialogs.define_new_matrix.DefineDialog]
460             """
461             # We create a dialog with a deepcopy of the current matrix_wrapper
462             # This avoids the dialog mutating this one
463             dialog: DefineDialog
464 
465             if dialog_class == DefineVisuallyDialog:
466                 dialog = DefineVisuallyDialog(
467                     self,
468                     matrix_wrapper=deepcopy(self.matrix_wrapper),
469                     display_settings=self.plot.display_settings
470                 )
471             else:
472                 dialog = dialog_class(self, matrix_wrapper=deepcopy(self.matrix_wrapper))
473 
474             # .open() is asynchronous and doesn't spawn a new event loop, but the dialog is still modal (blocking)
475             dialog.open()
476 
477             # So we have to use the accepted signal to call a method when the user accepts the dialog
478             dialog.accepted.connect(self.assign_matrix_wrapper)
479 
480         @pyqtSlot()
481         def assign_matrix_wrapper(self) -> None:
482             """Assign a new value to ``self.matrix_wrapper`` and give the expression box focus."""
483             self.matrix_wrapper = self.sender().matrix_wrapper
484             self.lineedit_expression_box.setFocus()
485             self.update_render_buttons()
486 
487         @pyqtSlot()
488         def dialog_change_display_settings(self) -> None:
489             """Open the dialog to change the display settings."""
490             dialog = DisplaySettingsDialog(self, display_settings=self.plot.display_settings)
491             dialog.open()
492             dialog.accepted.connect(lambda: self.assign_display_settings(dialog.display_settings))
493 
494         @pyqtSlot(DisplaySettings)
495         def assign_display_settings(self, display_settings: DisplaySettings) -> None:
496             """Assign a new value to ``self.plot.display_settings`` and give the expression box focus."""
497             self.plot.display_settings = display_settings
498             self.plot.update()
499             self.lineedit_expression_box.setFocus()
500             self.update_render_buttons()
501 
502         def show_error_message(self, title: str, text: str, info: str | None = None) -> None:
503             """Show an error message in a dialog box.
504 
505             :param str title: The window title of the dialog box
506             :param str text: The simple error message
507             :param info: The more informative error message
508             :type info: Optional[str]
509             """
510             dialog = QMessageBox(self)
511             dialog.setIcon(QMessageBox.Critical)
512             dialog.setWindowTitle(title)
513             dialog.setText(text)
514 
515             if info is not None:
516                 dialog.setInformativeText(info)
517 
518             dialog.open()
519 
520             # This is `finished` rather than `accepted` because we want to update the buttons no matter what
```

```
521             dialog.finished.connect(self.update_render_buttons)
522
523         def is_matrix_too_big(self, matrix: MatrixType) -> bool:
524             """Check if the given matrix will actually fit onto the canvas.
525
526             Convert the elements of the matrix to canvas coords and make sure they fit within Qt's 32-bit integer limit.
527
528             :param MatrixType matrix: The matrix to check
529             :returns bool: Whether the matrix fits on the canvas
530             """
531             coords: list[tuple[int, int]] = [self.plot.canvas_coords(*vector) for vector in matrix.T]
532
533             for x, y in coords:
534                 if not (-2147483648 <= x <= 2147483647 and -2147483648 <= y <= 2147483647):
535                     return True
536
537             return False
538
539
540     def main(args: list[str]) -> None:
541         """Run the GUI by creating and showing an instance of :class:`LintransMainWindow`.
542
543         :param list[str] args: The args to pass to :class:`QApplication`
544         """
545         app = QApplication(args)
546         window = LintransMainWindow()
547         window.show()
548         sys.exit(app.exec_())
```

A.8 gui/__init__.py

```
1   # lintrans - The linear transformation visualizer
2   # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4   # This program is licensed under GNU GPLv3, available here:
5   # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """This package supplies the main GUI and associated dialogs for visualization."""
8
9   from . import dialogs, plots, settings, validate
10  from .main_window import main
11
12  __all__ = ['dialogs', 'main', 'plots', 'settings', 'validate']
```

A.9 gui/validate.py

```
1   # lintrans - The linear transformation visualizer
2   # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4   # This program is licensed under GNU GPLv3, available here:
5   # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """This simple module provides a :class:`MatrixExpressionValidator` class to validate matrix expression input."""
8
9   from __future__ import annotations
10
11  import re
12
13  from PyQt5.QtGui import QValidator
14
15  from lintrans.matrices import parse
16
17
18  class MatrixExpressionValidator(QValidator):
19      """This class validates matrix expressions in a Qt input box."""
20
21      def validate(self, text: str, pos: int) -> tuple[QValidator.State, str, int]:
22          """Validate the given text according to the rules defined in the :mod:`lintrans.matrices` module."""
```

```
        clean_text = re.sub(r'[\sA-Z\d.rot()^{},+-]', '', text)

        if clean_text == '':
            if parse.validate_matrix_expression(clean_text):
                return QValidator.Acceptable, text, pos
            else:
                return QValidator.Intermediate, text, pos

        return QValidator.Invalid, text, pos
```

A.10 gui/settings.py

```
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""This module contains the :class:`DisplaySettings` class, which holds configuration for display."""

from __future__ import annotations

from dataclasses import dataclass


@dataclass
class DisplaySettings:
    """This class simply holds some attributes to configure display."""

    # === Basic stuff

    draw_background_grid: bool = True
    """This controls whether we want to draw the background grid.

    The background axes will always be drawn. This makes it easy to identify the center of the space.
    """

    draw_transformed_grid: bool = True
    """This controls whether we want to draw the transformed grid. Vectors are handled separately."""

    draw_basis_vectors: bool = True
    """This controls whether we want to draw the transformed basis vectors."""

    # === Animations

    smoothen_determinant: bool = True
    """This controls whether we want the determinant to change smoothly during the animation.

    .. note::
       Even if this is True, it will be ignored if we're animating from a positive det matrix to
       a negative det matrix, or vice versa, because if we try to smoothly animate that determinant,
       things blow up and the app often crashes.
    """

    applicative_animation: bool = True
    """There are two types of simple animation, transitional and applicative.

    Let ``C`` be the matrix representing the currently displayed transformation, and let ``T`` be the target matrix.
    Transitional animation means that we animate directly from ``C`` from ``T``,
    and applicative animation means that we animate from ``C`` to ``TC``, so we apply ``T`` to ``C``.
    """

    animation_pause_length: int = 400
    """This is the number of milliseconds that we wait between animations when using comma syntax."""

    # === Matrix info

    draw_determinant_parallelogram: bool = False
    """This controls whether or not we should shade the parallelogram representing the determinant of the matrix."""

```

```
59          show_determinant_value: bool = True
60          """This controls whether we should write the text value of the determinant inside the parallelogram.
61
62          The text only gets draw if :attr:`draw_determinant_parallelogram` is also True.
63          """
64
65          draw_eigenvectors: bool = False
66          """This controls whether we should draw the eigenvectors of the transformation."""
67
68          draw_eigenlines: bool = False
69          """This controls whether we should draw the eigenlines of the transformation."""
```

A.11 gui/dialogs/define_new_matrix.py

```
1   # lintrans - The linear transformation visualizer
2   # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4   # This program is licensed under GNU GPLv3, available here:
5   # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """This module provides an abstract :class:`DefineDialog` class and subclasses, allowing definition of new
    ↪  matrices."""
8
9   from __future__ import annotations
10
11  import abc
12
13  from numpy import array
14  from PyQt5 import QtWidgets
15  from PyQt5.QtCore import pyqtSlot
16  from PyQt5.QtGui import QDoubleValidator, QKeySequence
17  from PyQt5.QtWidgets import QGridLayout, QHBoxLayout, QShortcut, QSizePolicy, QSpacerItem, QVBoxLayout
18
19  from lintrans.gui.dialogs.misc import FixedSizeDialog
20  from lintrans.gui.plots import DefineVisuallyWidget
21  from lintrans.gui.settings import DisplaySettings
22  from lintrans.gui.validate import MatrixExpressionValidator
23  from lintrans.matrices import MatrixWrapper
24  from lintrans.typing_ import MatrixType
25
26  ALPHABET_NO_I = 'ABCDEFGHJKLMNOPQRSTUVWXYZ'
27
28
29  def is_valid_float(string: str) -> bool:
30      """Check if the string is a valid float (or anything that can be cast to a float, such as an int).
31
32      This function simply checks that ``float(string)`` doesn't raise an error.
33
34      .. note:: An empty string is not a valid float, so will return False.
35
36      :param str string: The string to check
37      :returns bool: Whether the string is a valid float
38      """
39      try:
40          float(string)
41          return True
42      except ValueError:
43          return False
44
45
46  def round_float(num: float, precision: int = 5) -> str:
47      """Round a floating point number to a given number of decimal places for pretty printing.
48
49      :param float num: The number to round
50      :param int precision: The number of decimal places to round to
51      :returns str: The rounded number for pretty printing
52      """
53      # Round to ``precision`` number of decimal places
54      string = str(round(num, precision))
55
```

```
56          # Cut off the potential final zero
57          if string.endswith('.0'):
58              return string[:-2]
59
60          elif 'e' in string:  # Scientific notation
61              split = string.split('e')
62              # The leading 0 only happens when the exponent is negative, so we know there'll be a minus sign
63              return split[0] + 'e-' + split[1][1:].lstrip('0')
64
65          else:
66              return string
67
68
69      class DefineDialog(FixedSizeDialog):
70          """An abstract superclass for definitions dialogs.
71
72          .. warning:: This class should never be directly instantiated, only subclassed.
73
74          .. note::
75             I would make this class have ``metaclass=abc.ABCMeta``, but I can't because it subclasses :class:`QDialog`,
76             and every superclass of a class must have the same metaclass, and :class:`QDialog` is not an abstract class.
77          """
78
79          def __init__(self, *args, matrix_wrapper: MatrixWrapper, **kwargs):
80              """Create the widgets and layout of the dialog.
81
82              .. note:: ``*args`` and ``**kwargs`` are passed to the super constructor (:class:`QDialog`).
83
84              :param MatrixWrapper matrix_wrapper: The MatrixWrapper that this dialog will mutate
85              """
86              super().__init__(*args, **kwargs)
87
88              self.matrix_wrapper = matrix_wrapper
89              self.setWindowTitle('Define a matrix')
90
91              # === Create the widgets
92
93              self.button_confirm = QtWidgets.QPushButton(self)
94              self.button_confirm.setText('Confirm')
95              self.button_confirm.setEnabled(False)
96              self.button_confirm.clicked.connect(self.confirm_matrix)
97              self.button_confirm.setToolTip('Confirm this as the new matrix<br><b>(Ctrl + Enter)</b>')
98              QShortcut(QKeySequence('Ctrl+Return'), self).activated.connect(self.button_confirm.click)
99
100             self.button_cancel = QtWidgets.QPushButton(self)
101             self.button_cancel.setText('Cancel')
102             self.button_cancel.clicked.connect(self.reject)
103             self.button_cancel.setToolTip('Cancel this definition<br><b>(Escape)</b>')
104
105             self.label_equals = QtWidgets.QLabel()
106             self.label_equals.setText('=')
107
108             self.combobox_letter = QtWidgets.QComboBox(self)
109
110             for letter in ALPHABET_NO_I:
111                 self.combobox_letter.addItem(letter)
112
113             self.combobox_letter.activated.connect(self.load_matrix)
114
115             # === Arrange the widgets
116
117             self.setContentsMargins(10, 10, 10, 10)
118
119             self.hlay_buttons = QHBoxLayout()
120             self.hlay_buttons.setSpacing(20)
121             self.hlay_buttons.addItem(QSpacerItem(50, 5, hPolicy=QSizePolicy.Expanding, vPolicy=QSizePolicy.Minimum))
122             self.hlay_buttons.addWidget(self.button_cancel)
123             self.hlay_buttons.addWidget(self.button_confirm)
124
125             self.hlay_definition = QHBoxLayout()
126             self.hlay_definition.setSpacing(20)
127             self.hlay_definition.addWidget(self.combobox_letter)
128             self.hlay_definition.addWidget(self.label_equals)
```

```
129
130             self.vlay_all = QVBoxLayout()
131             self.vlay_all.setSpacing(20)
132
133             self.setLayout(self.vlay_all)
134
135         @property
136         def selected_letter(self) -> str:
137             """Return the letter currently selected in the combo box."""
138             return str(self.combobox_letter.currentText())
139
140         @abc.abstractmethod
141         @pyqtSlot()
142         def update_confirm_button(self) -> None:
143             """Enable the confirm button if it should be enabled, else, disable it."""
144
145         @pyqtSlot(int)
146         def load_matrix(self, index: int) -> None:
147             """Load the selected matrix into the dialog.
148
149             This method is optionally able to be overridden. If it is not overridden,
150             then no matrix is loaded when selecting a name.
151
152             We have this method in the superclass so that we can define it as the slot
153             for the :meth:`QComboBox.activated` signal in this constructor, rather than
154             having to define that in the constructor of every subclass.
155             """
156
157         @abc.abstractmethod
158         @pyqtSlot()
159         def confirm_matrix(self) -> None:
160             """Confirm the inputted matrix and assign it.
161
162             .. note:: When subclassing, this method should mutate ``self.matrix_wrapper`` and then call
    ↪  ``self.accept()``.
163             """
164
165
166     class DefineVisuallyDialog(DefineDialog):
167         """The dialog class that allows the user to define a matrix visually."""
168
169         def __init__(self, *args, matrix_wrapper: MatrixWrapper, display_settings: DisplaySettings, **kwargs):
170             """Create the widgets and layout of the dialog.
171
172             :param MatrixWrapper matrix_wrapper: The MatrixWrapper that this dialog will mutate
173             """
174             super().__init__(*args, matrix_wrapper=matrix_wrapper, **kwargs)
175
176             self.setMinimumSize(700, 550)
177
178             # === Create the widgets
179
180             self.plot = DefineVisuallyWidget(self, display_settings=display_settings)
181
182             # === Arrange the widgets
183
184             self.hlay_definition.addWidget(self.plot)
185             self.hlay_definition.setStretchFactor(self.plot, 1)
186
187             self.vlay_all.addLayout(self.hlay_definition)
188             self.vlay_all.addLayout(self.hlay_buttons)
189
190             # We load the default matrix A into the plot
191             self.load_matrix(0)
192
193             # We also enable the confirm button, because any visually defined matrix is valid
194             self.button_confirm.setEnabled(True)
195
196         @pyqtSlot()
197         def update_confirm_button(self) -> None:
198             """Enable the confirm button.
199
200             .. note::
```

```
            The confirm button is always enabled in this dialog and this method is never actually used,
            so it's got an empty body. It's only here because we need to implement the abstract method.
        """

    @pyqtSlot(int)
    def load_matrix(self, index: int) -> None:
        """Show the selected matrix on the plot. If the matrix is None, show the identity."""
        matrix = self.matrix_wrapper[self.selected_letter]

        if matrix is None:
            matrix = self.matrix_wrapper['I']

        self.plot.visualize_matrix_transformation(matrix)
        self.plot.update()

    @pyqtSlot()
    def confirm_matrix(self) -> None:
        """Confirm the matrix that's been defined visually."""
        matrix: MatrixType = array([
            [self.plot.point_i[0], self.plot.point_j[0]],
            [self.plot.point_i[1], self.plot.point_j[1]]
        ])

        self.matrix_wrapper[self.selected_letter] = matrix
        self.accept()


class DefineNumericallyDialog(DefineDialog):
    """The dialog class that allows the user to define a new matrix numerically."""

    def __init__(self, *args, matrix_wrapper: MatrixWrapper, **kwargs):
        """Create the widgets and layout of the dialog.

        :param MatrixWrapper matrix_wrapper: The MatrixWrapper that this dialog will mutate
        """
        super().__init__(*args, matrix_wrapper=matrix_wrapper, **kwargs)

        # === Create the widgets

        # tl = top left, br = bottom right, etc.
        self.element_tl = QtWidgets.QLineEdit(self)
        self.element_tl.textChanged.connect(self.update_confirm_button)
        self.element_tl.setValidator(QDoubleValidator())

        self.element_tr = QtWidgets.QLineEdit(self)
        self.element_tr.textChanged.connect(self.update_confirm_button)
        self.element_tr.setValidator(QDoubleValidator())

        self.element_bl = QtWidgets.QLineEdit(self)
        self.element_bl.textChanged.connect(self.update_confirm_button)
        self.element_bl.setValidator(QDoubleValidator())

        self.element_br = QtWidgets.QLineEdit(self)
        self.element_br.textChanged.connect(self.update_confirm_button)
        self.element_br.setValidator(QDoubleValidator())

        self.matrix_elements = (self.element_tl, self.element_tr, self.element_bl, self.element_br)

        # === Arrange the widgets

        self.grid_matrix = QGridLayout()
        self.grid_matrix.setSpacing(20)
        self.grid_matrix.addWidget(self.element_tl, 0, 0)
        self.grid_matrix.addWidget(self.element_tr, 0, 1)
        self.grid_matrix.addWidget(self.element_bl, 1, 0)
        self.grid_matrix.addWidget(self.element_br, 1, 1)

        self.hlay_definition.addLayout(self.grid_matrix)

        self.vlay_all.addLayout(self.hlay_definition)
        self.vlay_all.addLayout(self.hlay_buttons)

        # We load the default matrix A into the boxes
```

```
274             self.load_matrix(0)
275
276             self.element_tl.setFocus()
277
278         @pyqtSlot()
279         def update_confirm_button(self) -> None:
280             """Enable the confirm button if there are valid floats in every box."""
281             for elem in self.matrix_elements:
282                 if not is_valid_float(elem.text()):
283                     # If they're not all numbers, then we can't confirm it
284                     self.button_confirm.setEnabled(False)
285                     return
286
287             # If we didn't find anything invalid
288             self.button_confirm.setEnabled(True)
289
290         @pyqtSlot(int)
291         def load_matrix(self, index: int) -> None:
292             """If the selected matrix is defined, load its values into the boxes."""
293             matrix = self.matrix_wrapper[self.selected_letter]
294
295             if matrix is None:
296                 for elem in self.matrix_elements:
297                     elem.setText('')
298
299             else:
300                 self.element_tl.setText(round_float(matrix[0][0]))
301                 self.element_tr.setText(round_float(matrix[0][1]))
302                 self.element_bl.setText(round_float(matrix[1][0]))
303                 self.element_br.setText(round_float(matrix[1][1]))
304
305             self.update_confirm_button()
306
307         @pyqtSlot()
308         def confirm_matrix(self) -> None:
309             """Confirm the matrix in the boxes and assign it to the name in the combo box."""
310             matrix: MatrixType = array([
311                 [float(self.element_tl.text()), float(self.element_tr.text())],
312                 [float(self.element_bl.text()), float(self.element_br.text())]
313             ])
314
315             self.matrix_wrapper[self.selected_letter] = matrix
316             self.accept()
317
318
319     class DefineAsAnExpressionDialog(DefineDialog):
320         """The dialog class that allows the user to define a matrix as an expression of other matrices."""
321
322         def __init__(self, *args, matrix_wrapper: MatrixWrapper, **kwargs):
323             """Create the widgets and layout of the dialog.
324
325             :param MatrixWrapper matrix_wrapper: The MatrixWrapper that this dialog will mutate
326             """
327             super().__init__(*args, matrix_wrapper=matrix_wrapper, **kwargs)
328
329             self.setMinimumWidth(450)
330
331             # === Create the widgets
332
333             self.lineedit_expression_box = QtWidgets.QLineEdit(self)
334             self.lineedit_expression_box.setPlaceholderText('Enter matrix expression...')
335             self.lineedit_expression_box.textChanged.connect(self.update_confirm_button)
336             self.lineedit_expression_box.setValidator(MatrixExpressionValidator())
337
338             # === Arrange the widgets
339
340             self.hlay_definition.addWidget(self.lineedit_expression_box)
341
342             self.vlay_all.addLayout(self.hlay_definition)
343             self.vlay_all.addLayout(self.hlay_buttons)
344
345             # Load the matrix if it's defined as an expression
346             self.load_matrix(0)
```

```
347
348             self.lineedit_expression_box.setFocus()
349
350         @pyqtSlot()
351         def update_confirm_button(self) -> None:
352             """Enable the confirm button if the matrix expression is valid in the wrapper."""
353             text = self.lineedit_expression_box.text()
354             valid_expression = self.matrix_wrapper.is_valid_expression(text)
355
356             self.button_confirm.setEnabled(valid_expression and self.selected_letter not in text)
357
358         @pyqtSlot(int)
359         def load_matrix(self, index: int) -> None:
360             """If the selected matrix is defined an expression, load that expression into the box."""
361             if (expr := self.matrix_wrapper.get_expression(self.selected_letter)) is not None:
362                 self.lineedit_expression_box.setText(expr)
363             else:
364                 self.lineedit_expression_box.setText('')
365
366         @pyqtSlot()
367         def confirm_matrix(self) -> None:
368             """Evaluate the matrix expression and assign its value to the name in the combo box."""
369             self.matrix_wrapper[self.selected_letter] = self.lineedit_expression_box.text()
370             self.accept()
```

A.12 gui/dialogs/misc.py

```
1   #  lintrans - The linear transformation visualizer
2   #  Copyright (C) 2022 D. Dyson (DoctorDalek1963)
3   #
4   #  This program is licensed under GNU GPLv3, available here:
5   #  <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """This module provides miscellaneous dialog classes like :class:`AboutDialog`."""
8
9   from __future__ import annotations
10
11  import platform
12
13  from PyQt5 import QtWidgets
14  from PyQt5.QtCore import Qt
15  from PyQt5.QtWidgets import QDialog, QVBoxLayout
16
17  import lintrans
18
19
20  class FixedSizeDialog(QDialog):
21      """A simple superclass to create modal dialog boxes with fixed size.
22
23      We override the :meth:`open` method to set the fixed size as soon as the dialog is opened modally.
24      """
25
26      def open(self) -> None:
27          """Override :meth:`QDialog.open` to set the dialog to a fixed size."""
28          super().open()
29          self.setFixedSize(self.size())
30
31
32  class AboutDialog(FixedSizeDialog):
33      """A simple dialog class to display information about the app to the user.
34
35      It only has an :meth:`__init__` method because it only has label widgets, so no other methods are necessary
    ↪  here.
36      """
37
38      def __init__(self, *args, **kwargs):
39          """Create an :class:`AboutDialog` object with all the label widgets."""
40          super().__init__(*args, **kwargs)
41
42          self.setWindowTitle('About lintrans')
```

```

        # === Create the widgets

        label_title = QtWidgets.QLabel(self)
        label_title.setText(f'lintrans (version {lintrans.__version__})')
        label_title.setAlignment(Qt.AlignCenter)

        font_title = label_title.font()
        font_title.setPointSize(font_title.pointSize() * 2)
        label_title.setFont(font_title)

        label_version_info = QtWidgets.QLabel(self)
        label_version_info.setText(
            f'With Python version {platform.python_version()}\n'
            f'Running on {platform.platform()}'
        )
        label_version_info.setAlignment(Qt.AlignCenter)

        label_info = QtWidgets.QLabel(self)
        label_info.setText(
            'lintrans is a program designed to help visualise<br>'
            '2D linear transformations represented with matrices.<br><br>'
            "It's designed for teachers and students and any feedback<br>"
            'is greatly appreciated at <a href="https://github.com/DoctorDalek1963/lintrans" '
            'style="color: black;">my GitHub page</a><br>or via email '
            '(<a href="mailto:dyson.dyson@icloud.com" style="color: black;">dyson.dyson@icloud.com</a>).'
        )
        label_info.setAlignment(Qt.AlignCenter)
        label_info.setTextFormat(Qt.RichText)
        label_info.setOpenExternalLinks(True)

        label_copyright = QtWidgets.QLabel(self)
        label_copyright.setText(
            'This program is free software.<br>Copyright 2021-2022 D. Dyson (DoctorDalek1963).<br>'
            'This program is licensed under GPLv3, which can be found '
            '<a href="https://www.gnu.org/licenses/gpl-3.0.html" style="color: black;">here</a>.'
        )
        label_copyright.setAlignment(Qt.AlignCenter)
        label_copyright.setTextFormat(Qt.RichText)
        label_copyright.setOpenExternalLinks(True)

        # === Arrange the widgets

        self.setContentsMargins(10, 10, 10, 10)

        vlay = QVBoxLayout()
        vlay.setSpacing(20)
        vlay.addWidget(label_title)
        vlay.addWidget(label_version_info)
        vlay.addWidget(label_info)
        vlay.addWidget(label_copyright)

        self.setLayout(vlay)
```

A.13 gui/dialogs/__init__.py

```
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""This package provides separate dialogs for the main GUI.

These dialogs are for defining new matrices in different ways and editing settings.
"""

from .define_new_matrix import DefineAsAnExpressionDialog, DefineDialog, DefineNumericallyDialog,
↪  DefineVisuallyDialog
from .misc import AboutDialog
```

```
14  from .settings import DisplaySettingsDialog
15
16  __all__ = ['DefineAsAnExpressionDialog', 'DefineDialog', 'DefineNumericallyDialog', 'DefineVisuallyDialog',
17             'AboutDialog', 'DisplaySettingsDialog']
```

A.14 gui/dialogs/settings.py

```
1   # lintrans - The linear transformation visualizer
2   # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4   # This program is licensed under GNU GPLv3, available here:
5   # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """This module provides dialogs to edit settings within the app."""
8
9   from __future__ import annotations
10
11  import abc
12
13  from PyQt5 import QtWidgets
14  from PyQt5.QtGui import QIntValidator, QKeyEvent, QKeySequence
15  from PyQt5.QtWidgets import QCheckBox, QGroupBox, QHBoxLayout, QShortcut, QSizePolicy, QSpacerItem, QVBoxLayout
16
17  from lintrans.gui.dialogs.misc import FixedSizeDialog
18  from lintrans.gui.settings import DisplaySettings
19
20
21  class SettingsDialog(FixedSizeDialog):
22      """An abstract superclass for other simple dialogs."""
23
24      def __init__(self, *args, **kwargs):
25          """Create the widgets and layout of the dialog, passing ``*args`` and ``**kwargs`` to super."""
26          super().__init__(*args, **kwargs)
27
28          # === Create the widgets
29
30          self.button_confirm = QtWidgets.QPushButton(self)
31          self.button_confirm.setText('Confirm')
32          self.button_confirm.clicked.connect(self.confirm_settings)
33          self.button_confirm.setToolTip('Confirm these new settings<br><b>(Ctrl + Enter)</b>')
34          QShortcut(QKeySequence('Ctrl+Return'), self).activated.connect(self.button_confirm.click)
35
36          self.button_cancel = QtWidgets.QPushButton(self)
37          self.button_cancel.setText('Cancel')
38          self.button_cancel.clicked.connect(self.reject)
39          self.button_cancel.setToolTip('Revert these settings<br><b>(Escape)</b>')
40
41          # === Arrange the widgets
42
43          self.setContentsMargins(10, 10, 10, 10)
44
45          self.hlay_buttons = QHBoxLayout()
46          self.hlay_buttons.setSpacing(20)
47          self.hlay_buttons.addItem(QSpacerItem(50, 5, hPolicy=QSizePolicy.Expanding, vPolicy=QSizePolicy.Minimum))
48          self.hlay_buttons.addWidget(self.button_cancel)
49          self.hlay_buttons.addWidget(self.button_confirm)
50
51          self.vlay_options = QVBoxLayout()
52          self.vlay_options.setSpacing(20)
53
54          self.vlay_all = QVBoxLayout()
55          self.vlay_all.setSpacing(20)
56          self.vlay_all.addLayout(self.vlay_options)
57          self.vlay_all.addLayout(self.hlay_buttons)
58
59          self.setLayout(self.vlay_all)
60
61      @abc.abstractmethod
62      def load_settings(self) -> None:
63          """Load the current settings into the widgets."""
```

```python

    @abc.abstractmethod
    def confirm_settings(self) -> None:
        """Confirm the settings chosen in the dialog."""


class DisplaySettingsDialog(SettingsDialog):
    """The dialog to allow the user to edit the display settings."""

    def __init__(self, *args, display_settings: DisplaySettings, **kwargs):
        """Create the widgets and layout of the dialog.

        :param DisplaySettings display_settings: The :class:`lintrans.gui.settings.DisplaySettings` object to mutate
        """
        super().__init__(*args, **kwargs)

        self.display_settings = display_settings
        self.setWindowTitle('Change display settings')

        self.dict_checkboxes: dict[str, QCheckBox] = dict()

        # === Create the widgets

        # Basic stuff

        self.checkbox_draw_background_grid = QCheckBox(self)
        self.checkbox_draw_background_grid.setText('Draw &background grid')
        self.checkbox_draw_background_grid.setToolTip(
            'Draw the background grid (axes are always drawn)'
        )
        self.dict_checkboxes['b'] = self.checkbox_draw_background_grid

        self.checkbox_draw_transformed_grid = QCheckBox(self)
        self.checkbox_draw_transformed_grid.setText('Draw t&ransformed grid')
        self.checkbox_draw_transformed_grid.setToolTip(
            'Draw the transformed grid (vectors are handled separately)'
        )
        self.dict_checkboxes['r'] = self.checkbox_draw_transformed_grid

        self.checkbox_draw_basis_vectors = QCheckBox(self)
        self.checkbox_draw_basis_vectors.setText('Draw basis &vectors')
        self.checkbox_draw_basis_vectors.setToolTip(
            'Draw the transformed basis vectors'
        )
        self.dict_checkboxes['v'] = self.checkbox_draw_basis_vectors

        # Animations

        self.checkbox_smoothen_determinant = QCheckBox(self)
        self.checkbox_smoothen_determinant.setText('&Smoothen determinant')
        self.checkbox_smoothen_determinant.setToolTip(
            'Smoothly animate the determinant transition during animation (if possible)'
        )
        self.dict_checkboxes['s'] = self.checkbox_smoothen_determinant

        self.checkbox_applicative_animation = QCheckBox(self)
        self.checkbox_applicative_animation.setText('&Applicative animation')
        self.checkbox_applicative_animation.setToolTip(
            'Animate the new transformation applied to the current one,\n'
            'rather than just that transformation on its own'
        )
        self.dict_checkboxes['a'] = self.checkbox_applicative_animation

        self.label_animation_pause_length = QtWidgets.QLabel(self)
        self.label_animation_pause_length.setText('Animation pause length (ms)')
        self.label_animation_pause_length.setToolTip(
            'How many milliseconds to pause for in comma-separated animations'
        )

        self.lineedit_animation_pause_length = QtWidgets.QLineEdit(self)
        self.lineedit_animation_pause_length.setValidator(QIntValidator(1, 999, self))

        # Matrix info
```

```
137
138             self.checkbox_draw_determinant_parallelogram = QCheckBox(self)
139             self.checkbox_draw_determinant_parallelogram.setText('Draw &determinant parallelogram')
140             self.checkbox_draw_determinant_parallelogram.setToolTip(
141                 'Shade the parallelogram representing the determinant of the matrix'
142             )
143             self.checkbox_draw_determinant_parallelogram.clicked.connect(self.update_gui)
144             self.dict_checkboxes['d'] = self.checkbox_draw_determinant_parallelogram
145
146             self.checkbox_show_determinant_value = QCheckBox(self)
147             self.checkbox_show_determinant_value.setText('Show de&terminant value')
148             self.checkbox_show_determinant_value.setToolTip(
149                 'Show the value of the determinant inside the parallelogram'
150             )
151             self.dict_checkboxes['t'] = self.checkbox_show_determinant_value
152
153             self.checkbox_draw_eigenvectors = QCheckBox(self)
154             self.checkbox_draw_eigenvectors.setText('Draw &eigenvectors')
155             self.checkbox_draw_eigenvectors.setToolTip('Draw the eigenvectors of the transformations')
156             self.dict_checkboxes['e'] = self.checkbox_draw_eigenvectors
157
158             self.checkbox_draw_eigenlines = QCheckBox(self)
159             self.checkbox_draw_eigenlines.setText('Draw eigen&lines')
160             self.checkbox_draw_eigenlines.setToolTip('Draw the eigenlines (invariant lines) of the transformations')
161             self.dict_checkboxes['l'] = self.checkbox_draw_eigenlines
162
163             # === Arrange the widgets in QGroupBoxes
164
165             # Basic stuff
166
167             self.vlay_groupbox_basic_stuff = QVBoxLayout()
168             self.vlay_groupbox_basic_stuff.setSpacing(20)
169             self.vlay_groupbox_basic_stuff.addWidget(self.checkbox_draw_background_grid)
170             self.vlay_groupbox_basic_stuff.addWidget(self.checkbox_draw_transformed_grid)
171             self.vlay_groupbox_basic_stuff.addWidget(self.checkbox_draw_basis_vectors)
172
173             self.groupbox_basic_stuff = QGroupBox('Basic stuff', self)
174             self.groupbox_basic_stuff.setLayout(self.vlay_groupbox_basic_stuff)
175
176             # Animations
177
178             self.hlay_animation_pause_length = QHBoxLayout()
179             self.hlay_animation_pause_length.addWidget(self.label_animation_pause_length)
180             self.hlay_animation_pause_length.addWidget(self.lineedit_animation_pause_length)
181
182             self.vlay_groupbox_animations = QVBoxLayout()
183             self.vlay_groupbox_animations.setSpacing(20)
184             self.vlay_groupbox_animations.addWidget(self.checkbox_smoothen_determinant)
185             self.vlay_groupbox_animations.addWidget(self.checkbox_applicative_animation)
186             self.vlay_groupbox_animations.addLayout(self.hlay_animation_pause_length)
187
188             self.groupbox_animations = QGroupBox('Animations', self)
189             self.groupbox_animations.setLayout(self.vlay_groupbox_animations)
190
191             # Matrix info
192
193             self.vlay_groupbox_matrix_info = QVBoxLayout()
194             self.vlay_groupbox_matrix_info.setSpacing(20)
195             self.vlay_groupbox_matrix_info.addWidget(self.checkbox_draw_determinant_parallelogram)
196             self.vlay_groupbox_matrix_info.addWidget(self.checkbox_show_determinant_value)
197             self.vlay_groupbox_matrix_info.addWidget(self.checkbox_draw_eigenvectors)
198             self.vlay_groupbox_matrix_info.addWidget(self.checkbox_draw_eigenlines)
199
200             self.groupbox_matrix_info = QGroupBox('Matrix info', self)
201             self.groupbox_matrix_info.setLayout(self.vlay_groupbox_matrix_info)
202
203             # Now arrange the groupboxes
204             self.vlay_options.addWidget(self.groupbox_basic_stuff)
205             self.vlay_options.addWidget(self.groupbox_animations)
206             self.vlay_options.addWidget(self.groupbox_matrix_info)
207
208             # Finally, we load the current settings and update the GUI
209             self.load_settings()
```

```
210             self.update_gui()
211
212         def load_settings(self) -> None:
213             """Load the current display settings into the widgets."""
214             # Basic stuff
215             self.checkbox_draw_background_grid.setChecked(self.display_settings.draw_background_grid)
216             self.checkbox_draw_transformed_grid.setChecked(self.display_settings.draw_transformed_grid)
217             self.checkbox_draw_basis_vectors.setChecked(self.display_settings.draw_basis_vectors)
218
219             # Animations
220             self.checkbox_smoothen_determinant.setChecked(self.display_settings.smoothen_determinant)
221             self.checkbox_applicative_animation.setChecked(self.display_settings.applicative_animation)
222             self.lineedit_animation_pause_length.setText(str(self.display_settings.animation_pause_length))
223
224             # Matrix info
225             self.checkbox_draw_determinant_parallelogram.setChecked(
                ↪  self.display_settings.draw_determinant_parallelogram)
226             self.checkbox_show_determinant_value.setChecked(self.display_settings.show_determinant_value)
227             self.checkbox_draw_eigenvectors.setChecked(self.display_settings.draw_eigenvectors)
228             self.checkbox_draw_eigenlines.setChecked(self.display_settings.draw_eigenlines)
229
230         def confirm_settings(self) -> None:
231             """Build a :class:`lintrans.gui.settings.DisplaySettings` object and assign it."""
232             # Basic stuff
233             self.display_settings.draw_background_grid = self.checkbox_draw_background_grid.isChecked()
234             self.display_settings.draw_transformed_grid = self.checkbox_draw_transformed_grid.isChecked()
235             self.display_settings.draw_basis_vectors = self.checkbox_draw_basis_vectors.isChecked()
236
237             # Animations
238             self.display_settings.smoothen_determinant = self.checkbox_smoothen_determinant.isChecked()
239             self.display_settings.applicative_animation = self.checkbox_applicative_animation.isChecked()
240             self.display_settings.animation_pause_length = int(self.lineedit_animation_pause_length.text())
241
242             # Matrix info
243             self.display_settings.draw_determinant_parallelogram =
                ↪  self.checkbox_draw_determinant_parallelogram.isChecked()
244             self.display_settings.show_determinant_value = self.checkbox_show_determinant_value.isChecked()
245             self.display_settings.draw_eigenvectors = self.checkbox_draw_eigenvectors.isChecked()
246             self.display_settings.draw_eigenlines = self.checkbox_draw_eigenlines.isChecked()
247
248             self.accept()
249
250         def update_gui(self) -> None:
251             """Update the GUI according to other widgets in the GUI.
252
253             For example, this method updates which checkboxes are enabled based on the values of other checkboxes.
254             """
255             self.checkbox_show_determinant_value.setEnabled(self.checkbox_draw_determinant_parallelogram.isChecked())
256
257         def keyPressEvent(self, event: QKeyEvent) -> None:
258             """Handle a :class:`QKeyEvent` by manually activating toggling checkboxes.
259
260             Qt handles these shortcuts automatically and allows the user to do ``Alt + Key``
261             to activate a simple shortcut defined with ``&``. However, I like to be able to
262             just hit ``Key`` and have the shortcut activate.
263             """
264             letter = event.text().lower()
265             key = event.key()
266
267             if letter in self.dict_checkboxes:
268                 self.dict_checkboxes[letter].animateClick()
269
270             # Return or keypad enter
271             elif key == 0x01000004 or key == 0x01000005:
272                 self.button_confirm.click()
273
274             # Escape
275             elif key == 0x01000000:
276                 self.button_cancel.click()
277
278             else:
279                 event.ignore()
```

A.15 gui/plots/classes.py

```python
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""This module provides superclasses for plotting transformations."""

from __future__ import annotations

from abc import abstractmethod
from typing import Iterable

import numpy as np
from nptyping import Float, NDArray
from PyQt5.QtCore import QPoint, QRectF, Qt
from PyQt5.QtGui import QBrush, QColor, QPainter, QPainterPath, QPaintEvent, QPen, QWheelEvent
from PyQt5.QtWidgets import QWidget

from lintrans.typing_ import MatrixType


class BackgroundPlot(QWidget):
    """This class provides a background for plotting, as well as setup for a Qt widget.

    This class provides a background (untransformed) plane, and all the backend
    details for a Qt application, but does not provide useful functionality. To
    be useful, this class must be subclassed and behaviour must be implemented
    by the subclass.

    .. warning:: This class should never be directly instantiated, only subclassed.

    .. note::
       I would make this class have ``metaclass=abc.ABCMeta``, but I can't because it subclasses :class:`QWidget`,
       and every superclass of a class must have the same metaclass, and :class:`QWidget` is not an abstract class.
    """

    default_grid_spacing: int = 85
    minimum_grid_spacing: int = 5

    def __init__(self, *args, **kwargs):
        """Create the widget and setup backend stuff for rendering.

        .. note:: ``*args`` and ``**kwargs`` are passed the superclass constructor (:class:`QWidget`).
        """
        super().__init__(*args, **kwargs)

        self.setAutoFillBackground(True)

        # Set the background to white
        palette = self.palette()
        palette.setColor(self.backgroundRole(), Qt.white)
        self.setPalette(palette)

        # Set the grid colour to grey and the axes colour to black
        self.colour_background_grid = QColor('#808080')
        self.colour_background_axes = QColor('#000000')

        self.grid_spacing = BackgroundPlot.default_grid_spacing
        self.width_background_grid: float = 0.3

    @property
    def canvas_origin(self) -> tuple[int, int]:
        """Return the canvas coords of the grid origin.

        The return value is intended to be unpacked and passed to a :meth:`QPainter.drawLine:iiii` call.

        See :meth:`canvas_coords`.

        :returns: The canvas coordinates of the grid origin
```

```
71              :rtype: tuple[int, int]
72              """
73              return self.width() // 2, self.height() // 2
74
75          def canvas_x(self, x: float) -> int:
76              """Convert an x coordinate from grid coords to canvas coords."""
77              return int(self.canvas_origin[0] + x * self.grid_spacing)
78
79          def canvas_y(self, y: float) -> int:
80              """Convert a y coordinate from grid coords to canvas coords."""
81              return int(self.canvas_origin[1] - y * self.grid_spacing)
82
83          def canvas_coords(self, x: float, y: float) -> tuple[int, int]:
84              """Convert a coordinate from grid coords to canvas coords.
85
86              This method is intended to be used like
87
88              .. code::
89
90                 painter.drawLine(*self.canvas_coords(x1, y1), *self.canvas_coords(x2, y2))
91
92              or like
93
94              .. code::
95
96                 painter.drawLine(*self.canvas_origin, *self.canvas_coords(x, y))
97
98              See :attr:`canvas_origin`.
99
100             :param float x: The x component of the grid coordinate
101             :param float y: The y component of the grid coordinate
102             :returns: The resultant canvas coordinates
103             :rtype: tuple[int, int]
104             """
105             return self.canvas_x(x), self.canvas_y(y)
106
107         def grid_corner(self) -> tuple[float, float]:
108             """Return the grid coords of the top right corner."""
109             return self.width() / (2 * self.grid_spacing), self.height() / (2 * self.grid_spacing)
110
111         def grid_coords(self, x: int, y: int) -> tuple[float, float]:
112             """Convert a coordinate from canvas coords to grid coords.
113
114             :param int x: The x component of the canvas coordinate
115             :param int y: The y component of the canvas coordinate
116             :returns: The resultant grid coordinates
117             :rtype: tuple[float, float]
118             """
119             # We get the maximum grid coords and convert them into canvas coords
120             return (x - self.canvas_origin[0]) / self.grid_spacing, (-y + self.canvas_origin[1]) / self.grid_spacing
121
122         @abstractmethod
123         def paintEvent(self, event: QPaintEvent) -> None:
124             """Handle a :class:`QPaintEvent`.
125
126             .. note:: This method is abstract and must be overridden by all subclasses.
127             """
128
129         def draw_background(self, painter: QPainter, draw_grid: bool) -> None:
130             """Draw the background grid.
131
132             .. note:: This method is just a utility method for subclasses to use to render the background grid.
133
134             :param QPainter painter: The painter to draw the background with
135             :param bool draw_grid: Whether to draw the grid lines
136             """
137             if draw_grid:
138                 painter.setPen(QPen(self.colour_background_grid, self.width_background_grid))
139
140                 # Draw equally spaced vertical lines, starting in the middle and going out
141                 # We loop up to half of the width. This is because we draw a line on each side in each iteration
142                 for x in range(self.width() // 2 + self.grid_spacing, self.width(), self.grid_spacing):
143                     painter.drawLine(x, 0, x, self.height())
```

```
144                     painter.drawLine(self.width() - x, 0, self.width() - x, self.height())
145
146                 # Same with the horizontal lines
147                 for y in range(self.height() // 2 + self.grid_spacing, self.height(), self.grid_spacing):
148                     painter.drawLine(0, y, self.width(), y)
149                     painter.drawLine(0, self.height() - y, self.width(), self.height() - y)
150
151             # Now draw the axes
152             painter.setPen(QPen(self.colour_background_axes, self.width_background_grid))
153             painter.drawLine(self.width() // 2, 0, self.width() // 2, self.height())
154             painter.drawLine(0, self.height() // 2, self.width(), self.height() // 2)
155
156         def wheelEvent(self, event: QWheelEvent) -> None:
157             """Handle a :class:`QWheelEvent` by zooming in or our of the grid."""
158             # angleDelta() returns a number of units equal to 8 times the number of degrees rotated
159             degrees = event.angleDelta() / 8
160
161             if degrees is not None:
162                 new_spacing = max(1, self.grid_spacing + degrees.y())
163
164                 if new_spacing >= self.minimum_grid_spacing:
165                     self.grid_spacing = new_spacing
166
167             event.accept()
168             self.update()
169
170
171     class VectorGridPlot(BackgroundPlot):
172         """This class represents a background plot, with vectors and their grid drawn on top.
173
174         This class should be subclassed to be used for visualization and matrix definition widgets.
175         All useful behaviour should be implemented by any subclass.
176
177         .. warning:: This class should never be directly instantiated, only subclassed.
178         """
179
180         def __init__(self, *args, **kwargs):
181             """Create the widget with ``point_i`` and ``point_j`` attributes.
182
183             .. note:: ``*args`` and ``**kwargs`` are passed to the superclass constructor (:class:`BackgroundPlot`).
184             """
185             super().__init__(*args, **kwargs)
186
187             self.point_i: tuple[float, float] = (1., 0.)
188             self.point_j: tuple[float, float] = (0., 1.)
189
190             self.colour_i = QColor('#0808d8')
191             self.colour_j = QColor('#e90000')
192             self.colour_eigen = QColor('#13cf00')
193             self.colour_text = QColor('#000000')
194
195             self.width_vector_line = 1.8
196             self.width_transformed_grid = 0.8
197
198             self.arrowhead_length = 0.15
199
200             self.max_parallel_lines = 150
201
202         @property
203         def matrix(self) -> MatrixType:
204             """Return the assembled matrix of the basis vectors."""
205             return np.array([
206                 [self.point_i[0], self.point_j[0]],
207                 [self.point_i[1], self.point_j[1]]
208             ])
209
210         @property
211         def det(self) -> float:
212             """Return the determinant of the assembled matrix."""
213             return float(np.linalg.det(self.matrix))
214
215         @property
216         def eigs(self) -> Iterable[tuple[float, NDArray[(1, 2), Float]]]:
```

```
            """Return the eigenvalues and eigenvectors zipped together to be iterated over.

            :rtype: Iterable[tuple[float, NDArray[(1, 2), Float]]]
            """
            values, vectors = np.linalg.eig(self.matrix)
            return zip(values, vectors.T)

        @abstractmethod
        def paintEvent(self, event: QPaintEvent) -> None:
            """Handle a :class:`QPaintEvent`.

            .. note:: This method is abstract and must be overridden by all subclasses.
            """

        def draw_parallel_lines(self, painter: QPainter, vector: tuple[float, float], point: tuple[float, float]) ->
        ↪  None:
            """Draw a set of evenly spaced grid lines parallel to ``vector`` intersecting ``point``.

            :param QPainter painter: The painter to draw the lines with
            :param vector: The vector to draw the grid lines parallel to
            :type vector: tuple[float, float]
            :param point: The point for the lines to intersect with
            :type point: tuple[float, float]
            """
            max_x, max_y = self.grid_corner()
            vector_x, vector_y = vector
            point_x, point_y = point

            # If the determinant is 0
            if abs(vector_x * point_y - vector_y * point_x) < 1e-12:
                rank = np.linalg.matrix_rank(
                    np.array([
                        [vector_x, point_x],
                        [vector_y, point_y]
                    ])
                )

                # If the matrix is rank 1, then we can draw the column space line
                if rank == 1:
                    if abs(vector_x) < 1e-12:
                        painter.drawLine(self.width() // 2, 0, self.width() // 2, self.height())
                    elif abs(vector_y) < 1e-12:
                        painter.drawLine(0, self.height() // 2, self.width(), self.height() // 2)
                    else:
                        self.draw_oblique_line(painter, vector_y / vector_x, 0)

                # If the rank is 0, then we don't draw any lines
                else:
                    return

            elif abs(vector_x) < 1e-12 and abs(vector_y) < 1e-12:
                # If both components of the vector are practically 0, then we can't render any grid lines
                return

            # Draw vertical lines
            elif abs(vector_x) < 1e-12:
                painter.drawLine(self.canvas_x(0), 0, self.canvas_x(0), self.height())

                for i in range(max(abs(int(max_x / point_x)), self.max_parallel_lines)):
                    painter.drawLine(
                        self.canvas_x((i + 1) * point_x),
                        0,
                        self.canvas_x((i + 1) * point_x),
                        self.height()
                    )
                    painter.drawLine(
                        self.canvas_x(-1 * (i + 1) * point_x),
                        0,
                        self.canvas_x(-1 * (i + 1) * point_x),
                        self.height()
                    )

            # Draw horizontal lines
```

```
289             elif abs(vector_y) < 1e-12:
290                 painter.drawLine(0, self.canvas_y(0), self.width(), self.canvas_y(0))
291 
292                 for i in range(max(abs(int(max_y / point_y)), self.max_parallel_lines)):
293                     painter.drawLine(
294                         0,
295                         self.canvas_y((i + 1) * point_y),
296                         self.width(),
297                         self.canvas_y((i + 1) * point_y)
298                     )
299                     painter.drawLine(
300                         0,
301                         self.canvas_y(-1 * (i + 1) * point_y),
302                         self.width(),
303                         self.canvas_y(-1 * (i + 1) * point_y)
304                     )
305 
306             # If the line is oblique, then we can use y = mx + c
307             else:
308                 m = vector_y / vector_x
309                 c = point_y - m * point_x
310 
311                 self.draw_oblique_line(painter, m, 0)
312 
313                 # We don't want to overshoot the max number of parallel lines,
314                 # but we should also stop looping as soon as we can't draw any more lines
315                 for i in range(1, self.max_parallel_lines + 1):
316                     if not self.draw_pair_of_oblique_lines(painter, m, i * c):
317                         break
318 
319         def draw_pair_of_oblique_lines(self, painter: QPainter, m: float, c: float) -> bool:
320             """Draw a pair of oblique lines, using the equation y = mx + c.
321 
322             This method just calls :meth:`draw_oblique_line` with ``c`` and ``-c``,
323             and returns True if either call returned True.
324 
325             :param QPainter painter: The painter to draw the vectors and grid lines with
326             :param float m: The gradient of the lines to draw
327             :param float c: The y-intercept of the lines to draw. We use the positive and negative versions
328             :returns bool: Whether we were able to draw any lines on the canvas
329             """
330             return any([
331                 self.draw_oblique_line(painter, m, c),
332                 self.draw_oblique_line(painter, m, -c)
333             ])
334 
335         def draw_oblique_line(self, painter: QPainter, m: float, c: float) -> bool:
336             """Draw an oblique line, using the equation y = mx + c.
337 
338             We only draw the part of the line that fits within the canvas, returning True if
339             we were able to draw a line within the boundaries, and False if we couldn't draw a line
340 
341             :param QPainter painter: The painter to draw the vectors and grid lines with
342             :param float m: The gradient of the line to draw
343             :param float c: The y-intercept of the line to draw
344             :returns bool: Whether we were able to draw a line on the canvas
345             """
346             max_x, max_y = self.grid_corner()
347 
348             # These variable names are shortened for convenience
349             # myi is max_y_intersection, mmyi is minus_max_y_intersection, etc.
350             myi = (max_y - c) / m
351             mmyi = (-max_y - c) / m
352             mxi = max_x * m + c
353             mmxi = -max_x * m + c
354 
355             # The inner list here is a list of coords, or None
356             # If an intersection fits within the bounds, then we keep its coord,
357             # else it is None, and then gets discarded from the points list
358             # By the end, points is a list of two coords, or an empty list
359             points: list[tuple[float, float]] = [
360                 x for x in [
361                     (myi, max_y) if -max_x < myi < max_x else None,
```

```
                (mmyi, -max_y) if -max_x < mmyi < max_x else None,
                (max_x, mxi) if -max_y < mxi < max_y else None,
                (-max_x, mmxi) if -max_y < mmxi < max_y else None
            ] if x is not None
        ]

        # If no intersections fit on the canvas
        if len(points) < 2:
            return False

        # If we can, then draw the line
        else:
            painter.drawLine(
                *self.canvas_coords(*points[0]),
                *self.canvas_coords(*points[1])
            )
            return True

    def draw_transformed_grid(self, painter: QPainter) -> None:
        """Draw the transformed version of the grid, given by the basis vectors.

        .. note:: This method draws the grid, but not the basis vectors. Use :meth:`draw_basis_vectors` to draw
    ↪  them.

        :param QPainter painter: The painter to draw the grid lines with
        """
        # Draw all the parallel lines
        painter.setPen(QPen(self.colour_i, self.width_transformed_grid))
        self.draw_parallel_lines(painter, self.point_i, self.point_j)
        painter.setPen(QPen(self.colour_j, self.width_transformed_grid))
        self.draw_parallel_lines(painter, self.point_j, self.point_i)

    def draw_arrowhead_away_from_origin(self, painter: QPainter, point: tuple[float, float]) -> None:
        """Draw an arrowhead at ``point``, pointing away from the origin.

        :param QPainter painter: The painter to draw the arrowhead with
        :param point: The point to draw the arrowhead at, given in grid coords
        :type point: tuple[float, float]
        """
        # This algorithm was adapted from a C# algorithm found at
        # http://csharphelper.com/blog/2014/12/draw-lines-with-arrowheads-in-c/

        # Get the x and y coords of the point, and then normalize them
        # We have to normalize them, or else the size of the arrowhead will
        # scale with the distance of the point from the origin
        x, y = point
        vector_length = np.sqrt(x * x + y * y)

        if vector_length < 1e-12:
            return

        nx = x / vector_length
        ny = y / vector_length

        # We choose a length and find the steps in the x and y directions
        length = min(
            self.arrowhead_length * self.default_grid_spacing / self.grid_spacing,
            vector_length
        )
        dx = length * (-nx - ny)
        dy = length * (nx - ny)

        # Then we just plot those lines
        painter.drawLine(*self.canvas_coords(x, y), *self.canvas_coords(x + dx, y + dy))
        painter.drawLine(*self.canvas_coords(x, y), *self.canvas_coords(x - dy, y + dx))

    def draw_position_vector(self, painter: QPainter, point: tuple[float, float], colour: QColor) -> None:
        """Draw a vector from the origin to the given point.

        :param QPainter painter: The painter to draw the position vector with
        :param point: The tip of the position vector in grid coords
        :type point: tuple[float, float]
        :param QColor colour: The colour to draw the position vector in
```

```
434             """
435             painter.setPen(QPen(colour, self.width_vector_line))
436             painter.drawLine(*self.canvas_origin, *self.canvas_coords(*point))
437             self.draw_arrowhead_away_from_origin(painter, point)
438 
439         def draw_basis_vectors(self, painter: QPainter) -> None:
440             """Draw arrowheads at the tips of the basis vectors.
441 
442             :param QPainter painter: The painter to draw the basis vectors with
443             """
444             self.draw_position_vector(painter, self.point_i, self.colour_i)
445             self.draw_position_vector(painter, self.point_j, self.colour_j)
446 
447         def draw_determinant_parallelogram(self, painter: QPainter) -> None:
448             """Draw the parallelogram of the determinant of the matrix.
449 
450             :param QPainter painter: The painter to draw the parallelogram with
451             """
452             if self.det == 0:
453                 return
454 
455             path = QPainterPath()
456             path.moveTo(*self.canvas_origin)
457             path.lineTo(*self.canvas_coords(*self.point_i))
458             path.lineTo(*self.canvas_coords(self.point_i[0] + self.point_j[0], self.point_i[1] + self.point_j[1]))
459             path.lineTo(*self.canvas_coords(*self.point_j))
460 
461             color = (16, 235, 253) if self.det > 0 else (253, 34, 16)
462             brush = QBrush(QColor(*color, alpha=128), Qt.SolidPattern)
463 
464             painter.fillPath(path, brush)
465 
466         def draw_determinant_text(self, painter: QPainter) -> None:
467             """Write the string value of the determinant in the middle of the parallelogram.
468 
469             :param QPainter painter: The painter to draw the determinant text with
470             """
471             painter.setPen(QPen(self.colour_text, self.width_vector_line))
472 
473             # We're building a QRect that encloses the determinant parallelogram
474             # Then we can center the text in this QRect
475             coords: list[tuple[float, float]] = [
476                 (0, 0),
477                 self.point_i,
478                 self.point_j,
479                 (
480                     self.point_i[0] + self.point_j[0],
481                     self.point_i[1] + self.point_j[1]
482                 )
483             ]
484 
485             xs = [t[0] for t in coords]
486             ys = [t[1] for t in coords]
487 
488             top_left = QPoint(*self.canvas_coords(min(xs), max(ys)))
489             bottom_right = QPoint(*self.canvas_coords(max(xs), min(ys)))
490 
491             rect = QRectF(top_left, bottom_right)
492 
493             painter.drawText(
494                 rect,
495                 Qt.AlignHCenter | Qt.AlignVCenter,
496                 f'{self.det:.2f}'
497             )
498 
499         def draw_eigenvectors(self, painter: QPainter) -> None:
500             """Draw the eigenvectors of the displayed matrix transformation.
501 
502             :param QPainter painter: The painter to draw the eigenvectors with
503             """
504             for value, vector in self.eigs:
505                 x = value * vector[0]
506                 y = value * vector[1]
```

```
507
508             if x.imag != 0 or y.imag != 0:
509                 continue
510
511             self.draw_position_vector(painter, (x, y), self.colour_eigen)
512
513             # Now we need to draw the eigenvalue at the tip of the eigenvector
514
515             offset = 3
516             top_left: QPoint
517             bottom_right: QPoint
518             alignment_flags: int
519
520             if x >= 0 and y >= 0:  # Q1
521                 top_left = QPoint(self.canvas_x(x) + offset, 0)
522                 bottom_right = QPoint(self.width(), self.canvas_y(y) - offset)
523                 alignment_flags = Qt.AlignLeft | Qt.AlignBottom
524
525             elif x < 0 and y >= 0:  # Q2
526                 top_left = QPoint(0, 0)
527                 bottom_right = QPoint(self.canvas_x(x) - offset, self.canvas_y(y) - offset)
528                 alignment_flags = Qt.AlignRight | Qt.AlignBottom
529
530             elif x < 0 and y < 0:  # Q3
531                 top_left = QPoint(0, self.canvas_y(y) + offset)
532                 bottom_right = QPoint(self.canvas_x(x) - offset, self.height())
533                 alignment_flags = Qt.AlignRight | Qt.AlignTop
534
535             else:  # Q4
536                 top_left = QPoint(self.canvas_x(x) + offset, self.canvas_y(y) + offset)
537                 bottom_right = QPoint(self.width(), self.height())
538                 alignment_flags = Qt.AlignLeft | Qt.AlignTop
539
540             painter.setPen(QPen(self.colour_text, self.width_vector_line))
541             painter.drawText(QRectF(top_left, bottom_right), alignment_flags, f'{value:.2f}')
542
543     def draw_eigenlines(self, painter: QPainter) -> None:
544         """Draw the eigenlines (invariant lines).
545
546         :param QPainter painter: The painter to draw the eigenlines with
547         """
548         painter.setPen(QPen(self.colour_eigen, self.width_transformed_grid))
549
550         for value, vector in self.eigs:
551             if value.imag != 0:
552                 continue
553
554             x, y = vector
555
556             if x == 0:
557                 x_mid = int(self.width() / 2)
558                 painter.drawLine(x_mid, 0, x_mid, self.height())
559
560             elif y == 0:
561                 y_mid = int(self.height() / 2)
562                 painter.drawLine(0, y_mid, self.width(), y_mid)
563
564             else:
565                 self.draw_oblique_line(painter, y / x, 0)
```

A.16 gui/plots/widgets.py

```
1   # lintrans - The linear transformation visualizer
2   # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4   # This program is licensed under GNU GPLv3, available here:
5   # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """This module provides the actual widgets that can be used to visualize transformations in the GUI."""
8
```

```python
from __future__ import annotations

from PyQt5.QtCore import Qt
from PyQt5.QtGui import QMouseEvent, QPainter, QPaintEvent

from .classes import VectorGridPlot
from lintrans.typing_ import MatrixType
from lintrans.gui.settings import DisplaySettings


class VisualizeTransformationWidget(VectorGridPlot):
    """This class is the widget that is used in the main window to visualize transformations.

    It handles all the rendering itself, and the only method that the user needs to
    worry about is :meth:`visualize_matrix_transformation`, which allows you to visualize
    the given matrix transformation.
    """

    def __init__(self, *args, display_settings: DisplaySettings, **kwargs):
        """Create the widget and assign its display settings, passing ``*args`` and ``**kwargs`` to super."""
        super().__init__(*args, **kwargs)

        self.display_settings = display_settings

    def visualize_matrix_transformation(self, matrix: MatrixType) -> None:
        """Transform the grid by the given matrix.

        .. warning:: This method does not call ``update()``. This must be done by the caller.

        .. note::
           This method transforms the background grid, not the basis vectors. This
           means that it cannot be used to compose transformations. Compositions
           should be done by the user.

        :param MatrixType matrix: The matrix to transform by
        """
        self.point_i = (matrix[0][0], matrix[1][0])
        self.point_j = (matrix[0][1], matrix[1][1])

    def paintEvent(self, event: QPaintEvent) -> None:
        """Handle a :class:`QPaintEvent` by drawing the background grid and the transformed grid.

        The transformed grid is defined by the basis vectors i and j, which can
        be controlled with the :meth:`visualize_matrix_transformation` method.
        """
        painter = QPainter()
        painter.begin(self)

        painter.setRenderHint(QPainter.Antialiasing)
        painter.setBrush(Qt.NoBrush)

        self.draw_background(painter, self.display_settings.draw_background_grid)

        if self.display_settings.draw_eigenlines:
            self.draw_eigenlines(painter)

        if self.display_settings.draw_eigenvectors:
            self.draw_eigenvectors(painter)

        if self.display_settings.draw_determinant_parallelogram:
            self.draw_determinant_parallelogram(painter)

            if self.display_settings.show_determinant_value:
                self.draw_determinant_text(painter)

        if self.display_settings.draw_transformed_grid:
            self.draw_transformed_grid(painter)

        if self.display_settings.draw_basis_vectors:
            self.draw_basis_vectors(painter)

        painter.end()
        event.accept()
```

```python


class DefineVisuallyWidget(VisualizeTransformationWidget):
    """This class is the widget that allows the user to visually define a matrix.

    This is just the widget itself. If you want the dialog, use
    :class:`lintrans.gui.dialogs.define_new_matrix.DefineVisuallyDialog`.
    """

    def __init__(self, *args, display_settings: DisplaySettings, **kwargs):
        """Create the widget and enable mouse tracking. ``*args`` and ``**kwargs`` are passed to ``super()``."""
        super().__init__(*args, display_settings=display_settings, **kwargs)

        self.dragged_point: tuple[float, float] | None = None

        # This is the distance that the cursor needs to be from the point to drag it
        self.epsilon: int = 5

    def mousePressEvent(self, event: QMouseEvent) -> None:
        """Handle a QMouseEvent when the user pressed a button."""
        mx = event.x()
        my = event.y()
        button = event.button()

        if button != Qt.LeftButton:
            event.ignore()
            return

        for point in (self.point_i, self.point_j):
            px, py = self.canvas_coords(*point)
            if abs(px - mx) <= self.epsilon and abs(py - my) <= self.epsilon:
                self.dragged_point = point[0], point[1]

        event.accept()

    def mouseReleaseEvent(self, event: QMouseEvent) -> None:
        """Handle a QMouseEvent when the user release a button."""
        if event.button() == Qt.LeftButton:
            self.dragged_point = None
            event.accept()
        else:
            event.ignore()

    def mouseMoveEvent(self, event: QMouseEvent) -> None:
        """Handle the mouse moving on the canvas."""
        mx = event.x()
        my = event.y()

        if self.dragged_point is not None:
            x, y = self.grid_coords(mx, my)

            if self.dragged_point == self.point_i:
                self.point_i = x, y

            elif self.dragged_point == self.point_j:
                self.point_j = x, y

            self.dragged_point = x, y

            self.update()

            event.accept()

        event.ignore()
```

A.17 gui/plots/__init__.py

```python
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

```

```
4   # This program is licensed under GNU GPLv3, available here:
5   # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """This package provides widgets for the visualization plot in the main window and the visual definition dialog."""
8
9   from . import classes
10  from .widgets import DefineVisuallyWidget, VisualizeTransformationWidget
11
12  __all__ = ['classes', 'DefineVisuallyWidget', 'VisualizeTransformationWidget']
```

B Testing code

B.1 `matrices/test_rotation_matrices.py`

```
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""Test functions for rotation matrices."""

import numpy as np
import pytest

from lintrans.matrices import create_rotation_matrix
from lintrans.typing_ import MatrixType

angles_and_matrices: list[tuple[float, float, MatrixType]] = [
    (0, 0, np.array([[1, 0], [0, 1]])),
    (90, np.pi / 2, np.array([[0, -1], [1, 0]])),
    (180, np.pi, np.array([[-1, 0], [0, -1]])),
    (270, 3 * np.pi / 2, np.array([[0, 1], [-1, 0]])),
    (360, 2 * np.pi, np.array([[1, 0], [0, 1]])),

    (45, np.pi / 4, np.array([
        [np.sqrt(2) / 2, -1 * np.sqrt(2) / 2],
        [np.sqrt(2) / 2, np.sqrt(2) / 2]
    ])),
    (135, 3 * np.pi / 4, np.array([
        [-1 * np.sqrt(2) / 2, -1 * np.sqrt(2) / 2],
        [np.sqrt(2) / 2, -1 * np.sqrt(2) / 2]
    ])),
    (225, 5 * np.pi / 4, np.array([
        [-1 * np.sqrt(2) / 2, np.sqrt(2) / 2],
        [-1 * np.sqrt(2) / 2, -1 * np.sqrt(2) / 2]
    ])),
    (315, 7 * np.pi / 4, np.array([
        [np.sqrt(2) / 2, np.sqrt(2) / 2],
        [-1 * np.sqrt(2) / 2, np.sqrt(2) / 2]
    ])),

    (30, np.pi / 6, np.array([
        [np.sqrt(3) / 2, -1 / 2],
        [1 / 2, np.sqrt(3) / 2]
    ])),
    (60, np.pi / 3, np.array([
        [1 / 2, -1 * np.sqrt(3) / 2],
        [np.sqrt(3) / 2, 1 / 2]
    ])),
    (120, 2 * np.pi / 3, np.array([
        [-1 / 2, -1 * np.sqrt(3) / 2],
        [np.sqrt(3) / 2, -1 / 2]
    ])),
    (150, 5 * np.pi / 6, np.array([
        [-1 * np.sqrt(3) / 2, -1 / 2],
        [1 / 2, -1 * np.sqrt(3) / 2]
    ])),
    (210, 7 * np.pi / 6, np.array([
        [-1 * np.sqrt(3) / 2, 1 / 2],
        [-1 / 2, -1 * np.sqrt(3) / 2]
    ])),
    (240, 4 * np.pi / 3, np.array([
        [-1 / 2, np.sqrt(3) / 2],
        [-1 * np.sqrt(3) / 2, -1 / 2]
    ])),
    (300, 10 * np.pi / 6, np.array([
        [1 / 2, np.sqrt(3) / 2],
        [-1 * np.sqrt(3) / 2, 1 / 2]
    ])),
    (330, 11 * np.pi / 6, np.array([
```

```
        [np.sqrt(3) / 2, 1 / 2],
        [-1 / 2, np.sqrt(3) / 2]
    ]))
]


def test_create_rotation_matrix() -> None:
    """Test that create_rotation_matrix() works with given angles and expected matrices."""
    for degrees, radians, matrix in angles_and_matrices:
        assert create_rotation_matrix(degrees, degrees=True) == pytest.approx(matrix)
        assert create_rotation_matrix(radians, degrees=False) == pytest.approx(matrix)

        assert create_rotation_matrix(-1 * degrees, degrees=True) == pytest.approx(np.linalg.inv(matrix))
        assert create_rotation_matrix(-1 * radians, degrees=False) == pytest.approx(np.linalg.inv(matrix))
```

B.2 matrices/test_parse_and_validate_expression.py

```
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""Test the matrices.parse module validation and parsing."""

import pytest

from lintrans.matrices.parse import MatrixParseError, parse_matrix_expression, validate_matrix_expression
from lintrans.typing_ import MatrixParseList

valid_inputs: list[str] = [
    'A', 'AB', '3A', '1.2A', '-3.4A', 'A^2', 'A^-1', 'A^{-1}',
    'A^12', 'A^T', 'A^{5}', 'A^{T}', '4.3A^7', '9.2A^{18}', '.1A'

    'rot(45)', 'rot(12.5)', '3rot(90)',
    'rot(135)^3', 'rot(51)^T', 'rot(-34)^-1',

    'A+B', 'A+2B', '4.3A+9B', 'A^2+B^T', '3A^7+0.8B^{16}',
    'A-B', '3A-4B', '3.2A^3-16.79B^T', '4.752A^{17}-3.32B^{36}',
    'A-1B', '-A', '-1A'

    '3A4B', 'A^TB', 'A^{T}B', '4A^6B^3',
    '2A^{3}4B^5', '4rot(90)^3', 'rot(45)rot(13)',
    'Arot(90)', 'AB^2', 'A^2B^2', '8.36A^T3.4B^12',

    '3.5A^{4}5.6rot(19.2)^T-B^{-1}4.1C^5'
]

invalid_inputs: list[str] = [
    '', 'rot()', 'A^', 'A^1.2', 'A^{3.4}', '1,2A', 'ro(12)', '5', '12^2', '^T', '^{12}',
    'A^{13', 'A^3}', 'A^A', '^2', 'A--B', '--A', '+A', '--1A', 'A--B', 'A--1B', '.A', '1.A'

    'This is 100% a valid matrix expression, I swear'
]


@pytest.mark.parametrize('inputs,output', [(valid_inputs, True), (invalid_inputs, False)])
def test_validate_matrix_expression(inputs: list[str], output: bool) -> None:
    """Test the validate_matrix_expression() function."""
    for inp in inputs:
        assert validate_matrix_expression(inp) == output


expressions_and_parsed_expressions: list[tuple[str, MatrixParseList]] = [
    # Simple expressions
    ('A', [[('', 'A', '')]]),
    ('A^2', [[('', 'A', '2')]]),
    ('A^{2}', [[('', 'A', '2')]]),
    ('3A', [[('3', 'A', '')]]),
    ('1.4A^3', [[('1.4', 'A', '3')]]),
```

```
        ('0.1A', [[('0.1', 'A', '')]]),
        ('.1A', [[('.1', 'A', '')]]),
        ('A^12', [[('', 'A', '12')]]),
        ('A^234', [[('', 'A', '234')]]),

        # Multiplications
        ('A .1B', [[('', 'A', ''), ('.1', 'B', '')]]),
        ('A^2 3B', [[('', 'A', '23'), ('', 'B', '')]]),
        ('4A^{3} 6B^2', [[('4', 'A', '3'), ('6', 'B', '2')]]),
        ('4.2A^{T} 6.1B^-1', [[('4.2', 'A', 'T'), ('6.1', 'B', '-1')]]),
        ('-1.2A^2 rot(45)^2', [[('-1.2', 'A', '2'), ('', 'rot(45)', '2')]]),
        ('3.2A^T 4.5B^{5} 9.6rot(121.3)', [[('3.2', 'A', 'T'), ('4.5', 'B', '5'), ('9.6', 'rot(121.3)', '')]]),
        ('-1.18A^{-2} 0.1B^{2} 9rot(-34.6)^-1', [[('-1.18', 'A', '-2'), ('0.1', 'B', '2'), ('9', 'rot(-34.6)', '-1')]]),

        # Additions
        ('A + B', [[('', 'A', '')], [('', 'B', '')]]),
        ('A + B - C', [[('', 'A', '')], [('', 'B', '')], [('-1', 'C', '')]]),
        ('A^2 + .5B', [[('', 'A', '2')], [('.5', 'B', '')]]),
        ('2A^3 + 8B^T - 3C^-1', [[('2', 'A', '3')], [('8', 'B', 'T')], [('-3', 'C', '-1')]]),
        ('4.9A^2 - 3rot(134.2)^-1 + 7.6B^8', [[('4.9', 'A', '2')], [('-3', 'rot(134.2)', '-1')], [('7.6', 'B', '8')]]),

        # Additions with multiplication
        ('2.14A^{3} 4.5rot(14.5)^-1 + 8B^T - 3C^-1', [[('2.14', 'A', '3'), ('4.5', 'rot(14.5)', '-1')],
                                                      [('8', 'B', 'T')], [('-3', 'C', '-1')]]),
        ('2.14A^{3} 4.5rot(14.5)^-1 + 8.5B^T 5.97C^14 - 3.14D^{-1} 6.7E^T',
         [[('2.14', 'A', '3'), ('4.5', 'rot(14.5)', '-1')], [('8.5', 'B', 'T'), ('5.97', 'C', '14')],
          [('-3.14', 'D', '-1'), ('6.7', 'E', 'T')]]),
    ]


    def test_parse_matrix_expression() -> None:
        """Test the parse_matrix_expression() function."""
        for expression, parsed_expression in expressions_and_parsed_expressions:
            # Test it with and without whitespace
            assert parse_matrix_expression(expression) == parsed_expression
            assert parse_matrix_expression(expression.replace(' ', '')) == parsed_expression


    def test_parse_error() -> None:
        """Test that parse_matrix_expression() raises a MatrixParseError."""
        for expression in invalid_inputs:
            with pytest.raises(MatrixParseError):
                parse_matrix_expression(expression)
```

B.3 matrices/matrix_wrapper/test_evaluate_expression.py

```
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""Test the MatrixWrapper evaluate_expression() method."""

import numpy as np
from numpy import linalg as la
import pytest

from lintrans.matrices import MatrixWrapper, create_rotation_matrix
from lintrans.typing_ import MatrixType

from conftest import get_test_wrapper


def test_simple_matrix_addition(test_wrapper: MatrixWrapper) -> None:
    """Test simple addition and subtraction of two matrices."""

    # NOTE: We assert that all of these values are not None just to stop mypy complaining
    # These values will never actually be None because they're set in the wrapper() fixture
    # There's probably a better way  do this, because this method is a bit of a bodge, but this works for now
```

```
25          assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
26                 test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
27                 test_wrapper['G'] is not None
28
29          assert (test_wrapper.evaluate_expression('A+B') == test_wrapper['A'] + test_wrapper['B']).all()
30          assert (test_wrapper.evaluate_expression('E+F') == test_wrapper['E'] + test_wrapper['F']).all()
31          assert (test_wrapper.evaluate_expression('G+D') == test_wrapper['G'] + test_wrapper['D']).all()
32          assert (test_wrapper.evaluate_expression('C+C') == test_wrapper['C'] + test_wrapper['C']).all()
33          assert (test_wrapper.evaluate_expression('D+A') == test_wrapper['D'] + test_wrapper['A']).all()
34          assert (test_wrapper.evaluate_expression('B+C') == test_wrapper['B'] + test_wrapper['C']).all()
35
36          assert test_wrapper == get_test_wrapper()
37
38
39      def test_simple_two_matrix_multiplication(test_wrapper: MatrixWrapper) -> None:
40          """Test simple multiplication of two matrices."""
41          assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
42                 test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
43                 test_wrapper['G'] is not None
44
45          assert (test_wrapper.evaluate_expression('AB') == test_wrapper['A'] @ test_wrapper['B']).all()
46          assert (test_wrapper.evaluate_expression('BA') == test_wrapper['B'] @ test_wrapper['A']).all()
47          assert (test_wrapper.evaluate_expression('AC') == test_wrapper['A'] @ test_wrapper['C']).all()
48          assert (test_wrapper.evaluate_expression('DA') == test_wrapper['D'] @ test_wrapper['A']).all()
49          assert (test_wrapper.evaluate_expression('ED') == test_wrapper['E'] @ test_wrapper['D']).all()
50          assert (test_wrapper.evaluate_expression('FD') == test_wrapper['F'] @ test_wrapper['D']).all()
51          assert (test_wrapper.evaluate_expression('GA') == test_wrapper['G'] @ test_wrapper['A']).all()
52          assert (test_wrapper.evaluate_expression('CF') == test_wrapper['C'] @ test_wrapper['F']).all()
53          assert (test_wrapper.evaluate_expression('AG') == test_wrapper['A'] @ test_wrapper['G']).all()
54
55          assert test_wrapper == get_test_wrapper()
56
57
58      def test_identity_multiplication(test_wrapper: MatrixWrapper) -> None:
59          """Test that multiplying by the identity doesn't change the value of a matrix."""
60          assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
61                 test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
62                 test_wrapper['G'] is not None
63
64          assert (test_wrapper.evaluate_expression('I') == test_wrapper['I']).all()
65          assert (test_wrapper.evaluate_expression('AI') == test_wrapper['A']).all()
66          assert (test_wrapper.evaluate_expression('IA') == test_wrapper['A']).all()
67          assert (test_wrapper.evaluate_expression('GI') == test_wrapper['G']).all()
68          assert (test_wrapper.evaluate_expression('IG') == test_wrapper['G']).all()
69
70          assert (test_wrapper.evaluate_expression('EID') == test_wrapper['E'] @ test_wrapper['D']).all()
71          assert (test_wrapper.evaluate_expression('IED') == test_wrapper['E'] @ test_wrapper['D']).all()
72          assert (test_wrapper.evaluate_expression('EDI') == test_wrapper['E'] @ test_wrapper['D']).all()
73          assert (test_wrapper.evaluate_expression('IEIDI') == test_wrapper['E'] @ test_wrapper['D']).all()
74          assert (test_wrapper.evaluate_expression('EI^3D') == test_wrapper['E'] @ test_wrapper['D']).all()
75
76          assert test_wrapper == get_test_wrapper()
77
78
79      def test_simple_three_matrix_multiplication(test_wrapper: MatrixWrapper) -> None:
80          """Test simple multiplication of two matrices."""
81          assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
82                 test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
83                 test_wrapper['G'] is not None
84
85          assert (test_wrapper.evaluate_expression('ABC') == test_wrapper['A'] @ test_wrapper['B'] @
            ↪  test_wrapper['C']).all()
86          assert (test_wrapper.evaluate_expression('ACB') == test_wrapper['A'] @ test_wrapper['C'] @
            ↪  test_wrapper['B']).all()
87          assert (test_wrapper.evaluate_expression('BAC') == test_wrapper['B'] @ test_wrapper['A'] @
            ↪  test_wrapper['C']).all()
88          assert (test_wrapper.evaluate_expression('EFG') == test_wrapper['E'] @ test_wrapper['F'] @
            ↪  test_wrapper['G']).all()
89          assert (test_wrapper.evaluate_expression('DAC') == test_wrapper['D'] @ test_wrapper['A'] @
            ↪  test_wrapper['C']).all()
90          assert (test_wrapper.evaluate_expression('GAE') == test_wrapper['G'] @ test_wrapper['A'] @
            ↪  test_wrapper['E']).all()
```

```
91          assert (test_wrapper.evaluate_expression('FAG') == test_wrapper['F'] @ test_wrapper['A'] @
            ↪  test_wrapper['G']).all()
92          assert (test_wrapper.evaluate_expression('GAF') == test_wrapper['G'] @ test_wrapper['A'] @
            ↪  test_wrapper['F']).all()
93
94          assert test_wrapper == get_test_wrapper()
95
96
97      def test_matrix_inverses(test_wrapper: MatrixWrapper) -> None:
98          """Test the inverses of single matrices."""
99          assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
100                 test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
101                 test_wrapper['G'] is not None
102
103         assert (test_wrapper.evaluate_expression('A^{-1}') == la.inv(test_wrapper['A'])).all()
104         assert (test_wrapper.evaluate_expression('B^{-1}') == la.inv(test_wrapper['B'])).all()
105         assert (test_wrapper.evaluate_expression('C^{-1}') == la.inv(test_wrapper['C'])).all()
106         assert (test_wrapper.evaluate_expression('D^{-1}') == la.inv(test_wrapper['D'])).all()
107         assert (test_wrapper.evaluate_expression('E^{-1}') == la.inv(test_wrapper['E'])).all()
108         assert (test_wrapper.evaluate_expression('F^{-1}') == la.inv(test_wrapper['F'])).all()
109         assert (test_wrapper.evaluate_expression('G^{-1}') == la.inv(test_wrapper['G'])).all()
110
111         assert (test_wrapper.evaluate_expression('A^-1') == la.inv(test_wrapper['A'])).all()
112         assert (test_wrapper.evaluate_expression('B^-1') == la.inv(test_wrapper['B'])).all()
113         assert (test_wrapper.evaluate_expression('C^-1') == la.inv(test_wrapper['C'])).all()
114         assert (test_wrapper.evaluate_expression('D^-1') == la.inv(test_wrapper['D'])).all()
115         assert (test_wrapper.evaluate_expression('E^-1') == la.inv(test_wrapper['E'])).all()
116         assert (test_wrapper.evaluate_expression('F^-1') == la.inv(test_wrapper['F'])).all()
117         assert (test_wrapper.evaluate_expression('G^-1') == la.inv(test_wrapper['G'])).all()
118
119         assert test_wrapper == get_test_wrapper()
120
121
122     def test_matrix_powers(test_wrapper: MatrixWrapper) -> None:
123         """Test that matrices can be raised to integer powers."""
124         assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
125                test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
126                test_wrapper['G'] is not None
127
128         assert (test_wrapper.evaluate_expression('A^2') == la.matrix_power(test_wrapper['A'], 2)).all()
129         assert (test_wrapper.evaluate_expression('B^4') == la.matrix_power(test_wrapper['B'], 4)).all()
130         assert (test_wrapper.evaluate_expression('C^{12}') == la.matrix_power(test_wrapper['C'], 12)).all()
131         assert (test_wrapper.evaluate_expression('D^12') == la.matrix_power(test_wrapper['D'], 12)).all()
132         assert (test_wrapper.evaluate_expression('E^8') == la.matrix_power(test_wrapper['E'], 8)).all()
133         assert (test_wrapper.evaluate_expression('F^{-6}') == la.matrix_power(test_wrapper['F'], -6)).all()
134         assert (test_wrapper.evaluate_expression('G^-2') == la.matrix_power(test_wrapper['G'], -2)).all()
135
136         assert test_wrapper == get_test_wrapper()
137
138
139     def test_matrix_transpose(test_wrapper: MatrixWrapper) -> None:
140         """Test matrix transpositions."""
141         assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
142                test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
143                test_wrapper['G'] is not None
144
145         assert (test_wrapper.evaluate_expression('A^{T}') == test_wrapper['A'].T).all()
146         assert (test_wrapper.evaluate_expression('B^{T}') == test_wrapper['B'].T).all()
147         assert (test_wrapper.evaluate_expression('C^{T}') == test_wrapper['C'].T).all()
148         assert (test_wrapper.evaluate_expression('D^{T}') == test_wrapper['D'].T).all()
149         assert (test_wrapper.evaluate_expression('E^{T}') == test_wrapper['E'].T).all()
150         assert (test_wrapper.evaluate_expression('F^{T}') == test_wrapper['F'].T).all()
151         assert (test_wrapper.evaluate_expression('G^{T}') == test_wrapper['G'].T).all()
152
153         assert (test_wrapper.evaluate_expression('A^T') == test_wrapper['A'].T).all()
154         assert (test_wrapper.evaluate_expression('B^T') == test_wrapper['B'].T).all()
155         assert (test_wrapper.evaluate_expression('C^T') == test_wrapper['C'].T).all()
156         assert (test_wrapper.evaluate_expression('D^T') == test_wrapper['D'].T).all()
157         assert (test_wrapper.evaluate_expression('E^T') == test_wrapper['E'].T).all()
158         assert (test_wrapper.evaluate_expression('F^T') == test_wrapper['F'].T).all()
159         assert (test_wrapper.evaluate_expression('G^T') == test_wrapper['G'].T).all()
160
161         assert test_wrapper == get_test_wrapper()
```

```python


def test_rotation_matrices(test_wrapper: MatrixWrapper) -> None:
    """Test that 'rot(angle)' can be used in an expression."""
    assert (test_wrapper.evaluate_expression('rot(90)') == create_rotation_matrix(90)).all()
    assert (test_wrapper.evaluate_expression('rot(180)') == create_rotation_matrix(180)).all()
    assert (test_wrapper.evaluate_expression('rot(270)') == create_rotation_matrix(270)).all()
    assert (test_wrapper.evaluate_expression('rot(360)') == create_rotation_matrix(360)).all()
    assert (test_wrapper.evaluate_expression('rot(45)') == create_rotation_matrix(45)).all()
    assert (test_wrapper.evaluate_expression('rot(30)') == create_rotation_matrix(30)).all()

    assert (test_wrapper.evaluate_expression('rot(13.43)') == create_rotation_matrix(13.43)).all()
    assert (test_wrapper.evaluate_expression('rot(49.4)') == create_rotation_matrix(49.4)).all()
    assert (test_wrapper.evaluate_expression('rot(-123.456)') == create_rotation_matrix(-123.456)).all()
    assert (test_wrapper.evaluate_expression('rot(963.245)') == create_rotation_matrix(963.245)).all()
    assert (test_wrapper.evaluate_expression('rot(-235.24)') == create_rotation_matrix(-235.24)).all()

    assert test_wrapper == get_test_wrapper()


def test_multiplication_and_addition(test_wrapper: MatrixWrapper) -> None:
    """Test multiplication and addition of matrices together."""
    assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
           test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
           test_wrapper['G'] is not None

    assert (test_wrapper.evaluate_expression('AB+C') ==
            test_wrapper['A'] @ test_wrapper['B'] + test_wrapper['C']).all()
    assert (test_wrapper.evaluate_expression('DE-D') ==
            test_wrapper['D'] @ test_wrapper['E'] - test_wrapper['D']).all()
    assert (test_wrapper.evaluate_expression('FD+AB') ==
            test_wrapper['F'] @ test_wrapper['D'] + test_wrapper['A'] @ test_wrapper['B']).all()
    assert (test_wrapper.evaluate_expression('BA-DE') ==
            test_wrapper['B'] @ test_wrapper['A'] - test_wrapper['D'] @ test_wrapper['E']).all()

    assert (test_wrapper.evaluate_expression('2AB+3C') ==
            (2 * test_wrapper['A']) @ test_wrapper['B'] + (3 * test_wrapper['C'])).all()
    assert (test_wrapper.evaluate_expression('4D7.9E-1.2A') ==
            (4 * test_wrapper['D']) @ (7.9 * test_wrapper['E']) - (1.2 * test_wrapper['A'])).all()

    assert test_wrapper == get_test_wrapper()


def test_complicated_expressions(test_wrapper: MatrixWrapper) -> None:
    """Test evaluation of complicated expressions."""
    assert test_wrapper['A'] is not None and test_wrapper['B'] is not None and test_wrapper['C'] is not None and \
           test_wrapper['D'] is not None and test_wrapper['E'] is not None and test_wrapper['F'] is not None and \
           test_wrapper['G'] is not None

    assert (test_wrapper.evaluate_expression('-3.2A^T 4B^{-1} 6C^{-1} + 8.1D^{2} 3.2E^4') ==
            (-3.2 * test_wrapper['A'].T) @ (4 * la.inv(test_wrapper['B'])) @ (6 * la.inv(test_wrapper['C']))
            + (8.1 * la.matrix_power(test_wrapper['D'], 2)) @ (3.2 * la.matrix_power(test_wrapper['E'], 4))).all()

    assert (test_wrapper.evaluate_expression('53.6D^{2} 3B^T - 4.9F^{2} 2D + A^3 B^-1') ==
            (53.6 * la.matrix_power(test_wrapper['D'], 2)) @ (3 * test_wrapper['B'].T)
            - (4.9 * la.matrix_power(test_wrapper['F'], 2)) @ (2 * test_wrapper['D'])
            + la.matrix_power(test_wrapper['A'], 3) @ la.inv(test_wrapper['B'])).all()

    assert test_wrapper == get_test_wrapper()


def test_value_errors(test_wrapper: MatrixWrapper) -> None:
    """Test that evaluate_expression() raises a ValueError for any malformed input."""
    invalid_expressions = ['', '+', '-', 'This is not a valid expression', '3+4',
                           'A+2', 'A^', '^2', 'A^-', 'At', 'A^t', '3^2']

    for expression in invalid_expressions:
        with pytest.raises(ValueError):
            test_wrapper.evaluate_expression(expression)


def test_linalgerror() -> None:
    """Test that certain expressions raise np.linalg.LinAlgError."""
```

```
235         matrix_a: MatrixType = np.array([
236             [0, 0],
237             [0, 0]
238         ])
239
240         matrix_b: MatrixType = np.array([
241             [1, 2],
242             [1, 2]
243         ])
244
245         wrapper = MatrixWrapper()
246         wrapper['A'] = matrix_a
247         wrapper['B'] = matrix_b
248
249         assert (wrapper.evaluate_expression('A') == matrix_a).all()
250         assert (wrapper.evaluate_expression('B') == matrix_b).all()
251
252         with pytest.raises(np.linalg.LinAlgError):
253             wrapper.evaluate_expression('A^-1')
254
255         with pytest.raises(np.linalg.LinAlgError):
256             wrapper.evaluate_expression('B^-1')
257
258         assert (wrapper['A'] == matrix_a).all()
259         assert (wrapper['B'] == matrix_b).all()
```

B.4 `matrices/matrix_wrapper/test_setitem_and_getitem.py`

```
1   # lintrans - The linear transformation visualizer
2   # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)
3
4   # This program is licensed under GNU GPLv3, available here:
5   # <https://www.gnu.org/licenses/gpl-3.0.html>
6
7   """Test the MatrixWrapper __setitem__() and __getitem__() methods."""
8
9   import numpy as np
10  from numpy import linalg as la
11  import pytest
12  from typing import Any
13
14  from lintrans.matrices import MatrixWrapper
15  from lintrans.typing_ import MatrixType
16
17  valid_matrix_names = 'ABCDEFGHJKLMNOPQRSTUVWXYZ'
18  invalid_matrix_names = ['bad name', '123456', 'Th15 Is an 1nV@l1D n@m3', 'abc', 'a']
19
20  test_matrix: MatrixType = np.array([[1, 2], [4, 3]])
21
22
23  def test_basic_get_matrix(new_wrapper: MatrixWrapper) -> None:
24      """Test MatrixWrapper().__getitem__()."""
25      for name in valid_matrix_names:
26          assert new_wrapper[name] is None
27
28      assert (new_wrapper['I'] == np.array([[1, 0], [0, 1]])).all()
29
30
31  def test_get_name_error(new_wrapper: MatrixWrapper) -> None:
32      """Test that MatrixWrapper().__getitem__() raises a NameError if called with an invalid name."""
33      for name in invalid_matrix_names:
34          with pytest.raises(NameError):
35              _ = new_wrapper[name]
36
37
38  def test_basic_set_matrix(new_wrapper: MatrixWrapper) -> None:
39      """Test MatrixWrapper().__setitem__()."""
40      for name in valid_matrix_names:
41          new_wrapper[name] = test_matrix
42          assert (new_wrapper[name] == test_matrix).all()
```

```
43
44              new_wrapper[name] = None
45              assert new_wrapper[name] is None
46
47
48      def test_set_expression(test_wrapper: MatrixWrapper) -> None:
49          """Test that MatrixWrapper.__setitem__() can accept a valid expression."""
50          test_wrapper['N'] = 'A^2'
51          test_wrapper['O'] = 'BA+2C'
52          test_wrapper['P'] = 'E^T'
53          test_wrapper['Q'] = 'C^-1B'
54          test_wrapper['R'] = 'A^{2}3B'
55          test_wrapper['S'] = 'N^-1'
56          test_wrapper['T'] = 'PQP^-1'
57
58          with pytest.raises(TypeError):
59              test_wrapper['U'] = 'A+1'
60
61          with pytest.raises(TypeError):
62              test_wrapper['V'] = 'K'
63
64          with pytest.raises(TypeError):
65              test_wrapper['W'] = 'L^2'
66
67          with pytest.raises(TypeError):
68              test_wrapper['X'] = 'M^-1'
69
70
71      def test_simple_dynamic_evaluation(test_wrapper: MatrixWrapper) -> None:
72          """Test that expression-defined matrices are evaluated dynamically."""
73          test_wrapper['N'] = 'A^2'
74          test_wrapper['O'] = '4B'
75          test_wrapper['P'] = 'A+C'
76
77          assert (test_wrapper['N'] == test_wrapper.evaluate_expression('A^2')).all()
78          assert (test_wrapper['O'] == test_wrapper.evaluate_expression('4B')).all()
79          assert (test_wrapper['P'] == test_wrapper.evaluate_expression('A+C')).all()
80
81          assert (test_wrapper.evaluate_expression('N^2 + 3O') ==
82                  la.matrix_power(test_wrapper.evaluate_expression('A^2'), 2) +
83                  3 * test_wrapper.evaluate_expression('4B')
84                  ).all()
85          assert (test_wrapper.evaluate_expression('P^-1 - 3NO^2') ==
86                  la.inv(test_wrapper.evaluate_expression('A+C')) -
87                  (3 * test_wrapper.evaluate_expression('A^2')) @
88                  la.matrix_power(test_wrapper.evaluate_expression('4B'), 2)
89                  ).all()
90
91          test_wrapper['A'] = np.array([
92              [19, -21.5],
93              [84, 96.572]
94          ])
95          test_wrapper['B'] = np.array([
96              [-0.993, 2.52],
97              [1e10, 0]
98          ])
99          test_wrapper['C'] = np.array([
100             [0, 19512],
101             [1.414, 19]
102         ])
103
104         assert (test_wrapper['N'] == test_wrapper.evaluate_expression('A^2')).all()
105         assert (test_wrapper['O'] == test_wrapper.evaluate_expression('4B')).all()
106         assert (test_wrapper['P'] == test_wrapper.evaluate_expression('A+C')).all()
107
108         assert (test_wrapper.evaluate_expression('N^2 + 3O') ==
109                 la.matrix_power(test_wrapper.evaluate_expression('A^2'), 2) +
110                 3 * test_wrapper.evaluate_expression('4B')
111                 ).all()
112         assert (test_wrapper.evaluate_expression('P^-1 - 3NO^2') ==
113                 la.inv(test_wrapper.evaluate_expression('A+C')) -
114                 (3 * test_wrapper.evaluate_expression('A^2')) @
115                 la.matrix_power(test_wrapper.evaluate_expression('4B'), 2)
```

```
            ).all()


def test_recursive_dynamic_evaluation(test_wrapper: MatrixWrapper) -> None:
    """Test that dynamic evaluation works recursively."""
    test_wrapper['N'] = 'A^2'
    test_wrapper['O'] = '4B'
    test_wrapper['P'] = 'A+C'

    test_wrapper['Q'] = 'N^-1'
    test_wrapper['R'] = 'P-4O'
    test_wrapper['S'] = 'NOP'

    assert test_wrapper['Q'] == pytest.approx(test_wrapper.evaluate_expression('A^-2'))
    assert test_wrapper['R'] == pytest.approx(test_wrapper.evaluate_expression('A + C - 16B'))
    assert test_wrapper['S'] == pytest.approx(test_wrapper.evaluate_expression('A^{2}4BA + A^{2}4BC'))


def test_set_identity_error(new_wrapper: MatrixWrapper) -> None:
    """Test that MatrixWrapper().__setitem__() raises a NameError when trying to assign to the identity matrix."""
    with pytest.raises(NameError):
        new_wrapper['I'] = test_matrix


def test_set_name_error(new_wrapper: MatrixWrapper) -> None:
    """Test that MatrixWrapper().__setitem__() raises a NameError when trying to assign to an invalid name."""
    for name in invalid_matrix_names:
        with pytest.raises(NameError):
            new_wrapper[name] = test_matrix


def test_set_type_error(new_wrapper: MatrixWrapper) -> None:
    """Test that MatrixWrapper().__setitem__() raises a TypeError when trying to set a non-matrix."""
    invalid_values: list[Any] = [
                                 12,
                                 [1, 2, 3, 4, 5],
                                 [[1, 2], [3, 4]],
                                 True,
                                 24.3222,
                                 'This is totally a matrix, I swear',
                                 MatrixWrapper,
                                 MatrixWrapper(),
                                 np.array([[1, 2, 3], [4, 5, 6], [7, 8, 9]]),
                                 np.eye(100)
                                 ]

    for value in invalid_values:
        with pytest.raises(TypeError):
            new_wrapper['M'] = value
```

B.5 `matrices/matrix_wrapper/conftest.py`

```
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""A simple conftest.py containing some re-usable fixtures."""

import numpy as np
import pytest

from lintrans.matrices import MatrixWrapper


def get_test_wrapper() -> MatrixWrapper:
    """Return a new MatrixWrapper object with some preset values."""
    wrapper = MatrixWrapper()

```

```
        root_two_over_two = np.sqrt(2) / 2

        wrapper['A'] = np.array([[1, 2], [3, 4]])
        wrapper['B'] = np.array([[6, 4], [12, 9]])
        wrapper['C'] = np.array([[-1, -3], [4, -12]])
        wrapper['D'] = np.array([[13.2, 9.4], [-3.4, -1.8]])
        wrapper['E'] = np.array([
            [root_two_over_two, -1 * root_two_over_two],
            [root_two_over_two, root_two_over_two]
        ])
        wrapper['F'] = np.array([[-1, 0], [0, 1]])
        wrapper['G'] = np.array([[np.pi, np.e], [1729, 743.631]])

        return wrapper


    @pytest.fixture
    def test_wrapper() -> MatrixWrapper:
        """Return a new MatrixWrapper object with some preset values."""
        return get_test_wrapper()


    @pytest.fixture
    def new_wrapper() -> MatrixWrapper:
        """Return a new MatrixWrapper with no initialized values."""
        return MatrixWrapper()
```

B.6 matrices/matrix_wrapper/test_misc.py

```
    # lintrans - The linear transformation visualizer
    # Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

    # This program is licensed under GNU GPLv3, available here:
    # <https://www.gnu.org/licenses/gpl-3.0.html>

    """Test the miscellaneous methods of the MatrixWrapper class."""

    from lintrans.matrices import MatrixWrapper


    def test_get_expression(test_wrapper: MatrixWrapper) -> None:
        """Test the get_expression method of the MatrixWrapper class."""
        test_wrapper['N'] = 'A^2'
        test_wrapper['O'] = '4B'
        test_wrapper['P'] = 'A+C'

        test_wrapper['Q'] = 'N^-1'
        test_wrapper['R'] = 'P-4O'
        test_wrapper['S'] = 'NOP'

        assert test_wrapper.get_expression('A') is None
        assert test_wrapper.get_expression('B') is None
        assert test_wrapper.get_expression('C') is None
        assert test_wrapper.get_expression('D') is None
        assert test_wrapper.get_expression('E') is None
        assert test_wrapper.get_expression('F') is None
        assert test_wrapper.get_expression('G') is None

        assert test_wrapper.get_expression('N') == 'A^2'
        assert test_wrapper.get_expression('O') == '4B'
        assert test_wrapper.get_expression('P') == 'A+C'

        assert test_wrapper.get_expression('Q') == 'N^-1'
        assert test_wrapper.get_expression('R') == 'P-4O'
        assert test_wrapper.get_expression('S') == 'NOP'
```

B.7 gui/test_dialog_utility_functions.py

```python
# lintrans - The linear transformation visualizer
# Copyright (C) 2021-2022 D. Dyson (DoctorDalek1963)

# This program is licensed under GNU GPLv3, available here:
# <https://www.gnu.org/licenses/gpl-3.0.html>

"""Test the utility functions for GUI dialog boxes."""

import numpy as np
import pytest

from lintrans.gui.dialogs.define_new_matrix import is_valid_float, round_float

valid_floats: list[str] = [
    '0', '1', '3', '-2', '123', '-208', '1.2', '-3.5', '4.252634', '-42362.352325',
    '1e4', '-2.59e3', '4.13e-6', '-5.5244e-12'
]

invalid_floats: list[str] = [
    '', 'pi', 'e', '1.2.3', '1,2', '-', '.', 'None', 'no', 'yes', 'float'
]


@pytest.mark.parametrize('inputs,output', [(valid_floats, True), (invalid_floats, False)])
def test_is_valid_float(inputs: list[str], output: bool) -> None:
    """Test the is_valid_float() function."""
    for inp in inputs:
        assert is_valid_float(inp) == output


def test_round_float() -> None:
    """Test the round_float() function."""
    expected_values: list[tuple[float, int, str]] = [
        (1.0, 4, '1'), (1e-6, 4, '0'), (1e-5, 6, '1e-5'), (6.3e-8, 5, '0'), (3.2e-8, 10, '3.2e-8'),
        (np.sqrt(2) / 2, 5, '0.70711'), (-1 * np.sqrt(2) / 2, 5, '-0.70711'),
        (np.pi, 1, '3.1'), (np.pi, 2, '3.14'), (np.pi, 3, '3.142'), (np.pi, 4, '3.1416'), (np.pi, 5, '3.14159'),
        (1.23456789, 2, '1.23'), (1.23456789, 3, '1.235'), (1.23456789, 4, '1.2346'), (1.23456789, 5, '1.23457'),
        (12345.678, 1, '12345.7'), (12345.678, 2, '12345.68'), (12345.678, 3, '12345.678'),
    ]

    for num, precision, answer in expected_values:
        assert round_float(num, precision) == answer
```