lintrans

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Contents

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.

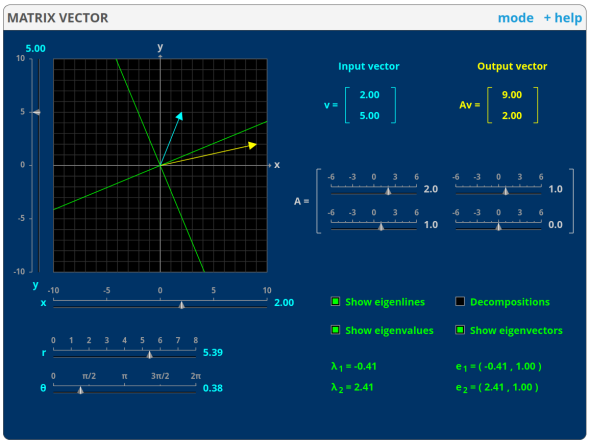


Figure 1: The MIT 'Matrix Vector' Mathlet

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

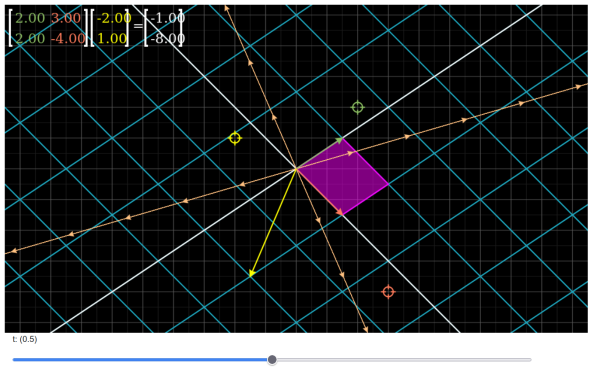


Figure 2: 'Linear Transformation Visualizer' halfway through an animation

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.

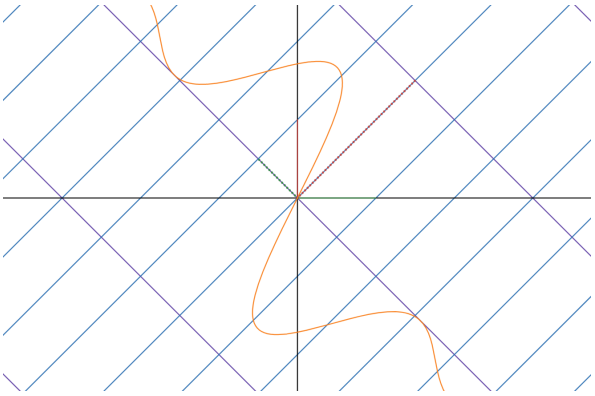


Figure 3: The Desmos app halfway through an animation, rendering $f(x) = \frac{\sin^2 x}{x}$ in orange

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

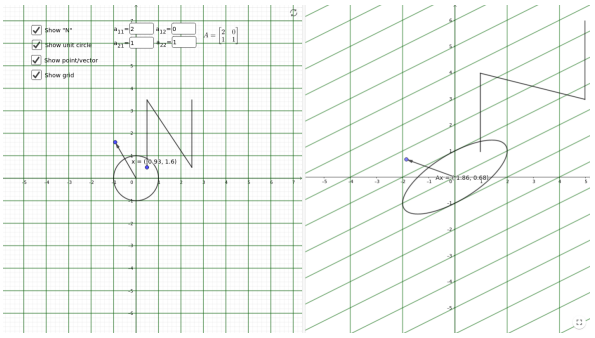


Figure 4: The GeoGebra applet rendering its default matrix

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.

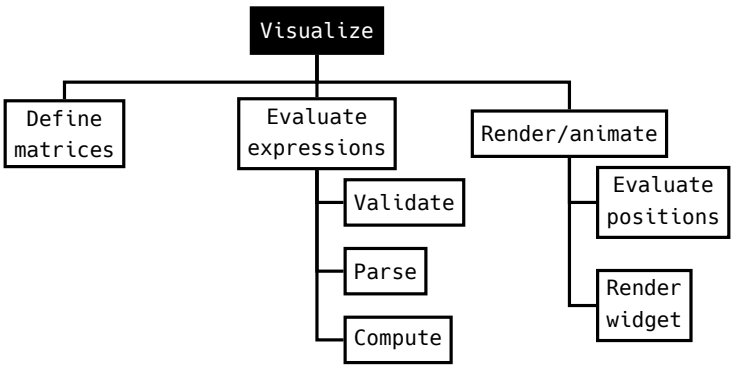
If the majority of teachers would use and/or recommend the app and it meets all of these points, then I will consider the app as a whole to be a success.

[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.

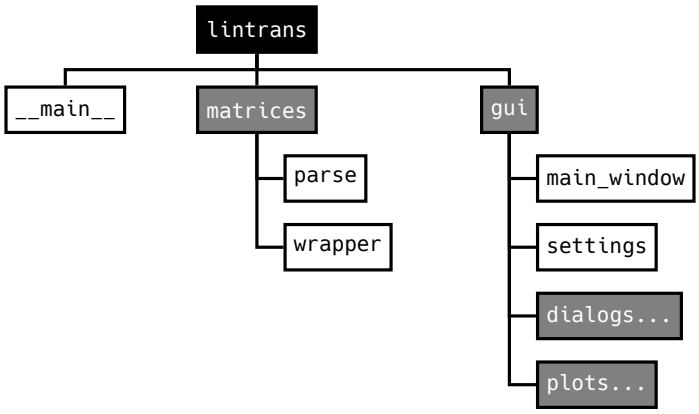
Rendering and animating will likely be the largest part in reality, but I've only decomposed it into simple blocks here. Evaluating positions involves evaluating the matrix expression that the user has input and using the columns of the resultant matrix to find the new positions of the basis vectors, 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.

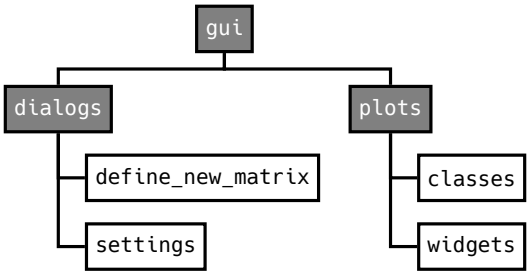
The `settings` module will contain a `DisplaySettings` dataclass[4] that will represent the settings for visualizing transformations. The `LintransMainWindow` class will have an instance of this class and check against it when rendering things. The user will be able to open a dialog to change these display 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 and line numbers. If the line numbers are omitted, then the snippet is the whole file. 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.

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

"""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"')

        self._matrices[name] = new_matrix
```

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

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
        wrapper['Th15 Is an 1nV@l1D n@m3'] = test_matrix
        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:60-81

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

        :param str name: The name of the matrix to set the value of
        :param MatrixType new_matrix: The value of the new matrix
        :rtype: None

        :raises NameError: If the name isn't a valid matrix name or is 'I'
        """
        if name not in self._matrices.keys():
            raise NameError('Matrix name must be a single capital letter')

        if name == 'I':
            raise NameError('Matrix name cannot be "I"')

        # All matrices must have float entries
        a = float(new_matrix[0][0])
        b = float(new_matrix[0][1])
        c = float(new_matrix[1][0])
        d = float(new_matrix[1][1])

        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:27-59

    def __getitem__(self, name: str) -> Optional[MatrixType]:
        """Get the matrix with the given name.

        If it is a simple name, it will just be fetched from the dictionary.
        If the name is followed with a 't', then we will return the transpose of the named matrix.
        If the name is 'rot()', with a given angle in degrees, then we return a new rotation matrix with that angle.

        :param str name: The name of the matrix to get
        :returns: The value of the matrix (may be none)
        :rtype: Optional[MatrixType]

        :raises NameError: If there is no matrix with the given name
        """
        # Return a new rotation matrix
        match = re.match(r'rot\((\d+)\)', name)
        if match is not None:
            return create_rotation_matrix(float(match.group(1)))

        # Return the transpose of this matrix
```

```
        match = re.match(r'([A-Z])t', name)
        if match is not None:
            matrix = self[match.group(1)]

            if matrix is not None:
                return matrix.T
            else:
                return None

        if name not in self._matrices:
            raise NameError(f'Unrecognised matrix name "{name}"')

        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:158-168

def create_rotation_matrix(angle: float) -> MatrixType:
    """Create a matrix representing a rotation by the given number of degrees anticlockwise.

    :param float angle: The number of degrees to rotate by
    :returns MatrixType: The resultant rotation matrix
    """
    rad = np.deg2rad(angle)
    return np.array([
        [np.cos(rad), -1 * np.sin(rad)],
        [np.sin(rad), np.cos(rad)]
    ])
```

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:83-155

    def parse_expression(self, expression: str) -> MatrixType:
        """Parse a given expression and return the matrix for that expression.

        Expressions are written with standard LaTeX notation for exponents. All whitespace is ignored.

        Here is documentation on syntax:
            A single matrix is written as 'A'.
            Matrix A multiplied by matrix B is written as 'AB'
            Matrix A plus matrix B is written as 'A+B'
            Matrix A minus matrix B is written as 'A-B'
            Matrix A squared is written as 'A^2'
            Matrix A to the power of 10 is written as 'A^10' or 'A^{10}'
            The inverse of matrix A is written as 'A^-1' or 'A^{-1}'
            The transpose of matrix A is written as 'A^T' or 'At'

        :param str expression: The expression to be parsed
        :returns MatrixType: The matrix result of the expression

        :raises ValueError: If the expression is invalid, such as an empty string
        """
        if expression == '':
            raise ValueError('The expression cannot be an empty string')

        match = re.search(r'[^-+A-Z^{}rot()\d.]', expression)
        if match is not None:
```

```
            raise ValueError(f'Invalid character "{match.group(0)}"')

        # Remove all whitespace in the expression
        expression = re.sub(r'\s', '', expression)

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

        # Replace all subtractions with additions, multiplied by -1
        expression = re.sub(r'(?<=.)-(?=[A-Z])', '+-1', expression)

        # Replace a possible leading minus sign with -1
        expression = re.sub(r'^-(?=[A-Z])', '-1', expression)

        # Change all transposition exponents into lowercase
        expression = expression.replace('^{T}', 't')

        # Split the expression into groups to be multiplied, and then we add those groups at the end
        # We also have to filter out the empty strings to reduce errors
        multiplication_groups = [x for x in expression.split('+') if x != '']

        # Start with the 0 matrix and add each group on
        matrix_sum: MatrixType = np.array([[0., 0.], [0., 0.]])

        for group in multiplication_groups:
            # Generate a list of tuples, each representing a matrix
            # These tuples are (the multiplier, the matrix (with optional
            # 't' at the end to indicate a transpose), the exponent)
            string_matrices: list[tuple[str, str, str]]

            # The generate tuple is (multiplier, matrix, full exponent, stripped exponent)
            # The full exponent contains ^{}, so we ignore it
            # The multiplier and exponent might be '', so we have to set them to '1'
            string_matrices = [(t[0] if t[0] != '' else '1', t[1], t[3] if t[3] != '' else '1')
                               for t in re.findall(r'(-?\d*\.?\d*)([A-Z]t?|rot\(\d+\))(\^{(-?\d+|T)})?', group)]

            # This list is a list of tuple, where each tuple is (a float multiplier,
            # the matrix (gotten from the wrapper's __getitem__()), the integer power)
            matrices: list[tuple[float, MatrixType, int]]
            matrices = [(float(t[0]), self[t[1]], int(t[2])) for t in string_matrices]

            # Process the matrices and make actual MatrixType objects
            processed_matrices: list[MatrixType] = [t[0] * np.linalg.matrix_power(t[1], t[2]) for t in matrices]

            # Add this matrix product to the sum total
            matrix_sum += reduce(lambda m, n: m @ n, processed_matrices)

        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

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

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

```python
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()
    assert (wrapper.parse_expression('GI') == wrapper['G']).all()
    assert (wrapper.parse_expression('IG') == wrapper['G']).all()

    assert (wrapper.parse_expression('EID') == wrapper['E'] @ wrapper['D']).all()
    assert (wrapper.parse_expression('IED') == wrapper['E'] @ wrapper['D']).all()
```

```
82      assert (wrapper.parse_expression('EDI') == wrapper['E'] @ wrapper['D']).all()
83      assert (wrapper.parse_expression('IEIDI') == wrapper['E'] @ wrapper['D']).all()
84      assert (wrapper.parse_expression('EI^3D') == wrapper['E'] @ wrapper['D']).all()
85
86
87  def test_simple_three_matrix_multiplication(wrapper: MatrixWrapper) -> None:
88      """Test simple multiplication of two matrices."""
89      assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
90             wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
91             wrapper['G'] is not None
92
93      assert (wrapper.parse_expression('ABC') == wrapper['A'] @ wrapper['B'] @ wrapper['C']).all()
94      assert (wrapper.parse_expression('ACB') == wrapper['A'] @ wrapper['C'] @ wrapper['B']).all()
95      assert (wrapper.parse_expression('BAC') == wrapper['B'] @ wrapper['A'] @ wrapper['C']).all()
96      assert (wrapper.parse_expression('EFG') == wrapper['E'] @ wrapper['F'] @ wrapper['G']).all()
97      assert (wrapper.parse_expression('DAC') == wrapper['D'] @ wrapper['A'] @ wrapper['C']).all()
98      assert (wrapper.parse_expression('GAE') == wrapper['G'] @ wrapper['A'] @ wrapper['E']).all()
99      assert (wrapper.parse_expression('FAG') == wrapper['F'] @ wrapper['A'] @ wrapper['G']).all()
100     assert (wrapper.parse_expression('GAF') == wrapper['G'] @ wrapper['A'] @ wrapper['F']).all()
101
102
103 def test_matrix_inverses(wrapper: MatrixWrapper) -> None:
104     """Test the inverses of single matrices."""
105     assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
106            wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
107            wrapper['G'] is not None
108
109     assert (wrapper.parse_expression('A^{-1}') == la.inv(wrapper['A'])).all()
110     assert (wrapper.parse_expression('B^{-1}') == la.inv(wrapper['B'])).all()
111     assert (wrapper.parse_expression('C^{-1}') == la.inv(wrapper['C'])).all()
112     assert (wrapper.parse_expression('D^{-1}') == la.inv(wrapper['D'])).all()
113     assert (wrapper.parse_expression('E^{-1}') == la.inv(wrapper['E'])).all()
114     assert (wrapper.parse_expression('F^{-1}') == la.inv(wrapper['F'])).all()
115     assert (wrapper.parse_expression('G^{-1}') == la.inv(wrapper['G'])).all()
116
117     assert (wrapper.parse_expression('A^-1') == la.inv(wrapper['A'])).all()
118     assert (wrapper.parse_expression('B^-1') == la.inv(wrapper['B'])).all()
119     assert (wrapper.parse_expression('C^-1') == la.inv(wrapper['C'])).all()
120     assert (wrapper.parse_expression('D^-1') == la.inv(wrapper['D'])).all()
121     assert (wrapper.parse_expression('E^-1') == la.inv(wrapper['E'])).all()
122     assert (wrapper.parse_expression('F^-1') == la.inv(wrapper['F'])).all()
123     assert (wrapper.parse_expression('G^-1') == la.inv(wrapper['G'])).all()
124
125
126 def test_matrix_powers(wrapper: MatrixWrapper) -> None:
127     """Test that matrices can be raised to integer powers."""
128     assert wrapper['A'] is not None and wrapper['B'] is not None and wrapper['C'] is not None and \
129            wrapper['D'] is not None and wrapper['E'] is not None and wrapper['F'] is not None and \
130            wrapper['G'] is not None
131
132     assert (wrapper.parse_expression('A^2') == la.matrix_power(wrapper['A'], 2)).all()
133     assert (wrapper.parse_expression('B^4') == la.matrix_power(wrapper['B'], 4)).all()
134     assert (wrapper.parse_expression('C^{12}') == la.matrix_power(wrapper['C'], 12)).all()
135     assert (wrapper.parse_expression('D^12') == la.matrix_power(wrapper['D'], 12)).all()
136     assert (wrapper.parse_expression('E^8') == la.matrix_power(wrapper['E'], 8)).all()
137     assert (wrapper.parse_expression('F^{-6}') == la.matrix_power(wrapper['F'], -6)).all()
138     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'`.

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A Project code

A.1 `__main__.py`

```python
#!/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 textwrap import dedent

from lintrans import __version__
from lintrans.gui import main_window


def main(prog_name: str, 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`.

    ``prog_name`` is ``sys.argv[0]`` when this script is run with ``python -m lintrans``.

    :param str prog_name: The name of the program
    :param list[str] args: The other arguments to the program
    """
    if '-h' in args or '--help' in args:
        print(dedent(f'''
        Usage: {prog_name} [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:]))

    elif '-V' in args or '--version' in args:
        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:]))

    else:
        main_window.main(args)


if __name__ == '__main__':
    main(sys.argv[0], sys.argv[1:])
```

A.2 `__init__.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 is the top-level ``lintrans`` package, which contains all the subpackages of the project."""

from . import gui, matrices, typing_

__all__ = ['gui', 'matrices', 'typing_']

__version__ = '0.2.1'
```

A.3 matrices/wrapper.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 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):
        """Initialise 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 ' \
```

```
61                f"{len(defined_matrices)} defined matrices: '{defined_matrices}'>"
62
63        def __eq__(self, other: Any) -> bool:
64            """Check for equality in wrappers by comparing dictionaries.
65
66            :param Any other: The object to compare this wrapper to
67            """
68            if not isinstance(other, self.__class__):
69                return NotImplemented
70
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 (may 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 (may 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:
```

```
                if not self.is_valid_expression(expr):
                    return False

        return validate_matrix_expression(expression)

    def evaluate_expression(self, expression: str) -> MatrixType:
        """Evaluate a given expression and return the matrix evaluation.

        :param str expression: The expression to be parsed
        :returns MatrixType: The matrix result of the expression

        :raises ValueError: If the expression is invalid
        """
        if not self.is_valid_expression(expression):
            raise ValueError('The expression is invalid')

        parsed_result = parse_matrix_expression(expression)
        final_groups: list[list[MatrixType]] = []

        for group in parsed_result:
            f_group: list[MatrixType] = []

            for matrix in group:
                if matrix[2] == 'T':
                    m = self[matrix[1]]

                    # This assertion is just so mypy doesn't complain
                    # We know this won't be None, because we know that this matrix is defined in this wrapper
                    assert m is not None
                    matrix_value = m.T

                else:
                    matrix_value = np.linalg.matrix_power(self[matrix[1]],
                                                          1 if (index := matrix[2]) == '' else int(index))

                matrix_value *= 1 if (multiplier := matrix[0]) == '' else float(multiplier)
                f_group.append(matrix_value)

            final_groups.append(f_group)

        return reduce(add, [reduce(matmul, group) for group in final_groups])


def create_rotation_matrix(angle: float, *, degrees: bool = True) -> MatrixType:
    """Create a matrix representing a rotation (anticlockwise) by the given angle.

    :Example:

    >>> create_rotation_matrix(30)
    array([[ 0.8660254, -0.5      ],
           [ 0.5      ,  0.8660254]])
    >>> create_rotation_matrix(45)
    array([[ 0.70710678, -0.70710678],
           [ 0.70710678,  0.70710678]])
    >>> create_rotation_matrix(np.pi / 3, degrees=False)
    array([[ 0.5      , -0.8660254],
           [ 0.8660254,  0.5      ]])

    :param float angle: The angle to rotate anticlockwise by
    :param bool degrees: Whether to interpret the angle as degrees (True) or radians (False)
    :returns MatrixType: The resultant matrix
    """
    rad = np.deg2rad(angle) if degrees else angle
    return np.array([
        [np.cos(rad), -1 * np.sin(rad)],
        [np.sin(rad), np.cos(rad)]
    ])
```

A.4 matrices/__init__.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 package supplies classes and functions to parse, evaluate, and wrap matrices."""

from . import parse
from .wrapper import create_rotation_matrix, MatrixWrapper

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

A.5 matrices/parse.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 functions to parse and validate matrix expressions."""

from __future__ import annotations

import re
from typing import Pattern

from lintrans.typing_ import MatrixParseList


class MatrixParseError(Exception):
    """A simple exception to be raised when an error is found when parsing."""


def compile_valid_expression_pattern() -> Pattern[str]:
    """Compile the single RegEx pattern 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})'
    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 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.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 :external: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
```

```
26  from lintrans.matrices.parse import validate_matrix_expression
27  from lintrans.typing_ import MatrixType
28  from . import dialogs
29  from .dialogs import DefineAsAnExpressionDialog, DefineDialog, DefineNumericallyDialog, DefineVisuallyDialog
30  from .dialogs.settings import DisplaySettingsDialog
31  from .plots import VisualizeTransformationWidget
32  from .settings import DisplaySettings
33  from .validate import MatrixExpressionValidator
34
35
36  class LintransMainWindow(QMainWindow):
37      """This class provides a main window for the GUI using the Qt framework.
38
39      This class should not be used directly, instead call :func:`lintrans.gui.main_window.main` to create the GUI.
40      """
41
42      def __init__(self):
43          """Create the main window object, and create and arrange every widget in it.
44
45          This doesn't show the window, it just constructs it. Use :func:`lintrans.gui.main_window.main` to show the
    ↪ GUI.
46          """
47          super().__init__()
48
49          self.matrix_wrapper = MatrixWrapper()
50
51          self.setWindowTitle('lintrans')
52          self.setMinimumSize(1000, 750)
53
54          self.animating: bool = False
55          self.animating_sequence: bool = False
56
57          # === Create menubar
58
59          self.menubar = QtWidgets.QMenuBar(self)
60
61          self.menu_file = QtWidgets.QMenu(self.menubar)
62          self.menu_file.setTitle('&File')
63
64          self.menu_help = QtWidgets.QMenu(self.menubar)
65          self.menu_help.setTitle('&Help')
66
67          self.action_new = QtWidgets.QAction(self)
68          self.action_new.setText('&New')
69          self.action_new.setShortcut('Ctrl+N')
70          self.action_new.triggered.connect(lambda: print('new'))
71
72          self.action_open = QtWidgets.QAction(self)
73          self.action_open.setText('&Open')
74          self.action_open.setShortcut('Ctrl+O')
75          self.action_open.triggered.connect(lambda: print('open'))
76
77          self.action_save = QtWidgets.QAction(self)
78          self.action_save.setText('&Save')
79          self.action_save.setShortcut('Ctrl+S')
80          self.action_save.triggered.connect(lambda: print('save'))
81
82          self.action_save_as = QtWidgets.QAction(self)
83          self.action_save_as.setText('Save as...')
84          self.action_save_as.triggered.connect(lambda: print('save as'))
85
86          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(DisplaySettings(), self)
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 normalise
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 = dialog_class(deepcopy(self.matrix_wrapper), self)
464
465         # .open() is asynchronous and doesn't spawn a new event loop, but the dialog is still modal (blocking)
466         dialog.open()
467
468         # So we have to use the accepted signal to call a method when the user accepts the dialog
469         dialog.accepted.connect(self.assign_matrix_wrapper)
470
471     @pyqtSlot()
472     def assign_matrix_wrapper(self) -> None:
473         """Assign a new value to ``self.matrix_wrapper`` and give the expression box focus."""
474         self.matrix_wrapper = self.sender().matrix_wrapper
475         self.lineedit_expression_box.setFocus()
476         self.update_render_buttons()
477
478     @pyqtSlot()
479     def dialog_change_display_settings(self) -> None:
480         """Open the dialog to change the display settings."""
481         dialog = DisplaySettingsDialog(self.plot.display_settings, self)
482         dialog.open()
483         dialog.accepted.connect(lambda: self.assign_display_settings(dialog.display_settings))
484
485     @pyqtSlot(DisplaySettings)
486     def assign_display_settings(self, display_settings: DisplaySettings) -> None:
487         """Assign a new value to ``self.plot.display_settings`` and give the expression box focus."""
488         self.plot.display_settings = display_settings
489         self.plot.update()
490         self.lineedit_expression_box.setFocus()
491         self.update_render_buttons()
492
493     def show_error_message(self, title: str, text: str, info: str | None = None) -> None:
494         """Show an error message in a dialog box.
495
496         :param str title: The window title of the dialog box
497         :param str text: The simple error message
498         :param info: The more informative error message
499         :type info: Optional[str]
500         """
501         dialog = QMessageBox(self)
502         dialog.setIcon(QMessageBox.Critical)
503         dialog.setWindowTitle(title)
504         dialog.setText(text)
505
506         if info is not None:
507             dialog.setInformativeText(info)
508
509         dialog.open()
510
511         # This is `finished` rather than `accepted` because we want to update the buttons no matter what
512         dialog.finished.connect(self.update_render_buttons)
513
514     def is_matrix_too_big(self, matrix: MatrixType) -> bool:
515         """Check if the given matrix will actually fit onto the canvas.
516
517         Convert the elements of the matrix to canvas coords and make sure they fit within Qt's 32-bit integer limit.
518
519         :param MatrixType matrix: The matrix to check
520         :returns bool: Whether the matrix fits on the canvas
521         """
522         coords: list[tuple[int, int]] = [self.plot.canvas_coords(*vector) for vector in matrix.T]
523
524         for x, y in coords:
525             if not (-2147483648 <= x <= 2147483647 and -2147483648 <= y <= 2147483647):
526                 return True
527
528         return False
529
530
531 def main(args: list[str]) -> None:
```

```
    """Run the GUI by creating and showing an instance of :class:`LintransMainWindow`.

    :param list[str] args: The args to pass to :class:`QApplication` (normally ``sys.argv``)
    """
    app = QApplication(args)
    window = LintransMainWindow()
    window.show()
    sys.exit(app.exec_())
```

A.8 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."""

    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."""

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

    draw_determinant_text: bool = True
    """This controls whether we should write the text value of the determinant inside the parallelogram.

    The text only gets draw if :attr:`draw_determinant_parallelogram` is also True.
    """

    draw_eigenvectors: bool = False
    """This controls whether we should draw the eigenvectors of the transformation."""

    draw_eigenlines: bool = False
    """This controls whether we should draw the eigenlines of the transformation."""
```

A.9 gui/__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 the main GUI and associated dialogs for visualization."""

from . import dialogs, plots, settings, validate
from .main_window import main

__all__ = ['dialogs', 'main', 'plots', 'settings', 'validate']
```

A.10 gui/validate.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 simple module provides a :class:`MatrixExpressionValidator` class to validate matrix expression input."""

from __future__ import annotations

import re

from PyQt5.QtGui import QValidator

from lintrans.matrices import parse


class MatrixExpressionValidator(QValidator):
    """This class validates matrix expressions in an Qt input box."""

    def validate(self, text: str, pos: int) -> tuple[QValidator.State, str, int]:
        """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.11 gui/dialogs/misc.py

```
#  lintrans - The linear transformation visualizer
#  Copyright (C) 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 miscellaneous dialog classes like :class:`AboutDialog`."""

from __future__ import annotations

import platform

from PyQt5 import QtWidgets
from PyQt5.QtCore import Qt
from PyQt5.QtWidgets import QDialog, QVBoxLayout

import lintrans


class FixedSizeDialog(QDialog):
    """A simple superclass to create modal dialog boxes with fixed size.

```

```
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')
43
44          # === Create the widgets
45
46          label_title = QtWidgets.QLabel(self)
47          label_title.setText(f'lintrans (version {lintrans.__version__})')
48          label_title.setAlignment(Qt.AlignCenter)
49
50          font_title = label_title.font()
51          font_title.setPointSize(font_title.pointSize() * 2)
52          label_title.setFont(font_title)
53
54          label_version_info = QtWidgets.QLabel(self)
55          label_version_info.setText(
56              f'With Python version {platform.python_version()}\n'
57              f'Running on {platform.platform()}'
58          )
59          label_version_info.setAlignment(Qt.AlignCenter)
60
61          label_info = QtWidgets.QLabel(self)
62          label_info.setText(
63              'lintrans is a program designed to help visualise<br>'
64              '2D linear transformations represented with matrices.<br><br>'
65              "It's designed for teachers and students and any feedback<br>"
66              'is greatly appreciated at <a href="https://github.com/DoctorDalek1963/lintrans" '
67              'style="color: black;">my GitHub page</a><br>or via email '
68              '(<a href="mailto:dyson.dyson@icloud.com" style="color: black;">dyson.dyson@icloud.com</a>).'
69          )
70          label_info.setAlignment(Qt.AlignCenter)
71          label_info.setTextFormat(Qt.RichText)
72          label_info.setOpenExternalLinks(True)
73
74          label_copyright = QtWidgets.QLabel(self)
75          label_copyright.setText(
76              'This program is free software.<br>Copyright 2021-2022 D. Dyson (DoctorDalek1963).<br>'
77              'This program is licensed under GPLv3, which can be found '
78              '<a href="https://www.gnu.org/licenses/gpl-3.0.html" style="color: black;">here</a>.'
79          )
80          label_copyright.setAlignment(Qt.AlignCenter)
81          label_copyright.setTextFormat(Qt.RichText)
82          label_copyright.setOpenExternalLinks(True)
83
84          # === Arrange the widgets
85
86          self.setContentsMargins(10, 10, 10, 10)
87
88          vlay = QVBoxLayout()
89          vlay.setSpacing(20)
90          vlay.addWidget(label_title)
91          vlay.addWidget(label_version_info)
92          vlay.addWidget(label_info)
93          vlay.addWidget(label_copyright)
94
```

```
95          self.setLayout(vlay)
```

A.12 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."""
64
65      @abc.abstractmethod
66      def confirm_settings(self) -> None:
```

```
67          """Confirm the settings chosen in the dialog."""
68
69
70  class DisplaySettingsDialog(SettingsDialog):
71      """The dialog to allow the user to edit the display settings."""
72
73      def __init__(self, display_settings: DisplaySettings, *args, **kwargs):
74          """Create the widgets and layout of the dialog.
75
76          :param DisplaySettings display_settings: The :class:`lintrans.gui.settings.DisplaySettings` object to mutate
77          """
78          super().__init__(*args, **kwargs)
79
80          self.display_settings = display_settings
81          self.setWindowTitle('Change display settings')
82
83          self.dict_checkboxes: dict[str, QCheckBox] = dict()
84
85          # === Create the widgets
86
87          # Animations
88
89          self.checkbox_smoothen_determinant = QCheckBox(self)
90          self.checkbox_smoothen_determinant.setText('&Smoothen determinant')
91          self.checkbox_smoothen_determinant.setToolTip(
92              'Smoothly animate the determinant transition during animation (if possible)'
93          )
94          self.dict_checkboxes['s'] = self.checkbox_smoothen_determinant
95
96          self.checkbox_applicative_animation = QCheckBox(self)
97          self.checkbox_applicative_animation.setText('&Applicative animation')
98          self.checkbox_applicative_animation.setToolTip(
99              'Animate the new transformation applied to the current one,\n'
100             'rather than just that transformation on its own'
101         )
102         self.dict_checkboxes['a'] = self.checkbox_applicative_animation
103
104         self.label_animation_pause_length = QtWidgets.QLabel(self)
105         self.label_animation_pause_length.setText('Animation pause length (ms)')
106         self.label_animation_pause_length.setToolTip(
107             'How many milliseconds to pause for in comma-separated animations'
108         )
109
110         self.lineedit_animation_pause_length = QtWidgets.QLineEdit(self)
111         self.lineedit_animation_pause_length.setValidator(QIntValidator(1, 999, self))
112
113         # Matrix info
114
115         self.checkbox_draw_determinant_parallelogram = QCheckBox(self)
116         self.checkbox_draw_determinant_parallelogram.setText('Draw &determinant parallelogram')
117         self.checkbox_draw_determinant_parallelogram.setToolTip(
118             'Shade the parallelogram representing the determinant of the matrix'
119         )
120         self.checkbox_draw_determinant_parallelogram.clicked.connect(self.update_gui)
121         self.dict_checkboxes['d'] = self.checkbox_draw_determinant_parallelogram
122
123         self.checkbox_draw_determinant_text = QCheckBox(self)
124         self.checkbox_draw_determinant_text.setText('Draw determinant &text')
125         self.checkbox_draw_determinant_text.setToolTip(
126             'Write the text value of the determinant inside the parallelogram'
127         )
128         self.dict_checkboxes['t'] = self.checkbox_draw_determinant_text
129
130         self.checkbox_draw_eigenvectors = QCheckBox(self)
131         self.checkbox_draw_eigenvectors.setText('Draw &eigenvectors')
132         self.checkbox_draw_eigenvectors.setToolTip('Draw the eigenvectors of the transformations')
133         self.dict_checkboxes['e'] = self.checkbox_draw_eigenvectors
134
135         self.checkbox_draw_eigenlines = QCheckBox(self)
136         self.checkbox_draw_eigenlines.setText('Draw eigen&lines')
137         self.checkbox_draw_eigenlines.setToolTip('Draw the eigenlines (invariant lines) of the transformations')
138         self.dict_checkboxes['l'] = self.checkbox_draw_eigenlines
139
```

```
140         # === Arrange the widgets in QGroupBoxes
141
142         # Animations
143
144         self.hlay_animation_pause_length = QHBoxLayout()
145         self.hlay_animation_pause_length.addWidget(self.label_animation_pause_length)
146         self.hlay_animation_pause_length.addWidget(self.lineedit_animation_pause_length)
147
148         self.vlay_groupbox_animations = QVBoxLayout()
149         self.vlay_groupbox_animations.setSpacing(20)
150         self.vlay_groupbox_animations.addWidget(self.checkbox_smoothen_determinant)
151         self.vlay_groupbox_animations.addWidget(self.checkbox_applicative_animation)
152         self.vlay_groupbox_animations.addLayout(self.hlay_animation_pause_length)
153
154         self.groupbox_animations = QGroupBox('Animations', self)
155         self.groupbox_animations.setLayout(self.vlay_groupbox_animations)
156
157         # Matrix info
158
159         self.vlay_groupbox_matrix_info = QVBoxLayout()
160         self.vlay_groupbox_matrix_info.setSpacing(20)
161         self.vlay_groupbox_matrix_info.addWidget(self.checkbox_draw_determinant_parallelogram)
162         self.vlay_groupbox_matrix_info.addWidget(self.checkbox_draw_determinant_text)
163         self.vlay_groupbox_matrix_info.addWidget(self.checkbox_draw_eigenvectors)
164         self.vlay_groupbox_matrix_info.addWidget(self.checkbox_draw_eigenlines)
165
166         self.groupbox_matrix_info = QGroupBox('Matrix info', self)
167         self.groupbox_matrix_info.setLayout(self.vlay_groupbox_matrix_info)
168
169         self.vlay_options.addWidget(self.groupbox_animations)
170         self.vlay_options.addWidget(self.groupbox_matrix_info)
171
172         # Finally, we load the current settings and update the GUI
173         self.load_settings()
174         self.update_gui()
175
176     def load_settings(self) -> None:
177         """Load the current display settings into the widgets."""
178         # Animations
179         self.checkbox_smoothen_determinant.setChecked(self.display_settings.smoothen_determinant)
180         self.checkbox_applicative_animation.setChecked(self.display_settings.applicative_animation)
181         self.lineedit_animation_pause_length.setText(str(self.display_settings.animation_pause_length))
182
183         # Matrix info
184         self.checkbox_draw_determinant_parallelogram.setChecked(
        ↪  self.display_settings.draw_determinant_parallelogram)
185         self.checkbox_draw_determinant_text.setChecked(self.display_settings.draw_determinant_text)
186         self.checkbox_draw_eigenvectors.setChecked(self.display_settings.draw_eigenvectors)
187         self.checkbox_draw_eigenlines.setChecked(self.display_settings.draw_eigenlines)
188
189     def confirm_settings(self) -> None:
190         """Build a :class:`lintrans.gui.settings.DisplaySettings` object and assign it."""
191         # Animations
192         self.display_settings.smoothen_determinant = self.checkbox_smoothen_determinant.isChecked()
193         self.display_settings.applicative_animation = self.checkbox_applicative_animation.isChecked()
194         self.display_settings.animation_pause_length = int(self.lineedit_animation_pause_length.text())
195
196         # Matrix info
197         self.display_settings.draw_determinant_parallelogram =
        ↪  self.checkbox_draw_determinant_parallelogram.isChecked()
198         self.display_settings.draw_determinant_text = self.checkbox_draw_determinant_text.isChecked()
199         self.display_settings.draw_eigenvectors = self.checkbox_draw_eigenvectors.isChecked()
200         self.display_settings.draw_eigenlines = self.checkbox_draw_eigenlines.isChecked()
201
202         self.accept()
203
204     def update_gui(self) -> None:
205         """Update the GUI according to other widgets in the GUI.
206
207         For example, this method updates which checkboxes are enabled based on the values of other checkboxes.
208         """
209         self.checkbox_draw_determinant_text.setEnabled(self.checkbox_draw_determinant_parallelogram.isChecked())
210
```

```
211     def keyPressEvent(self, event: QKeyEvent) -> None:
212         """Handle a :class:`QKeyEvent` by manually activating toggling checkboxes.
213 
214         Qt handles these shortcuts automatically and allows the user to do ``Alt + Key``
215         to activate a simple shortcut defined with ``&``. However, I like to be able to
216         just hit ``Key`` and have the shortcut activate.
217         """
218         letter = event.text().lower()
219         key = event.key()
220 
221         if letter in self.dict_checkboxes:
222             self.dict_checkboxes[letter].animateClick()
223 
224         # Return or keypad enter
225         elif key == 0x01000004 or key == 0x01000005:
226             self.button_confirm.click()
227 
228         # Escape
229         elif key == 0x01000000:
230             self.button_cancel.click()
231 
232         else:
233             event.ignore()
```

A.13 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.validate import MatrixExpressionValidator
22  from lintrans.matrices import MatrixWrapper
23  from lintrans.typing_ import MatrixType
24 
25  ALPHABET_NO_I = 'ABCDEFGHJKLMNOPQRSTUVWXYZ'
26 
27 
28  def is_valid_float(string: str) -> bool:
29      """Check if the string is a valid float (or anything that can be cast to a float, such as an int).
30 
31      This function simply checks that ``float(string)`` doesn't raise an error.
32 
33      .. note:: An empty string is not a valid float, so will return False.
34 
35      :param str string: The string to check
36      :returns bool: Whether the string is a valid float
37      """
38      try:
39          float(string)
40          return True
41      except ValueError:
42          return False
43 
```

```
44
45  def round_float(num: float, precision: int = 5) -> str:
46      """Round a floating point number to a given number of decimal places for pretty printing.
47
48      :param float num: The number to round
49      :param int precision: The number of decimal places to round to
50      :returns str: The rounded number for pretty printing
51      """
52      # Round to ``precision`` number of decimal places
53      string = str(round(num, precision))
54
55      # Cut off the potential final zero
56      if string.endswith('.0'):
57          return string[:-2]
58
59      elif 'e' in string:  # Scientific notation
60          split = string.split('e')
61          # The leading 0 only happens when the exponent is negative, so we know there'll be a minus sign
62          return split[0] + 'e-' + split[1][1:].lstrip('0')
63
64      else:
65          return string
66
67
68  class DefineDialog(FixedSizeDialog):
69      """An abstract superclass for definitions dialogs.
70
71      .. warning:: This class should never be directly instantiated, only subclassed.
72
73      .. note::
74         I would make this class have ``metaclass=abc.ABCMeta``, but I can't because it subclasses :class:`QDialog`,
75         and a every superclass of a class must have the same metaclass, and :class:`QDialog` is not an abstract
    ↪  class.
76      """
77
78      def __init__(self, matrix_wrapper: MatrixWrapper, *args, **kwargs):
79          """Create the widgets and layout of the dialog.
80
81          .. note:: ``*args`` and ``**kwargs`` are passed to the super constructor (:class:`QDialog`).
82
83          :param MatrixWrapper matrix_wrapper: The MatrixWrapper that this dialog will mutate
84          """
85          super().__init__(*args, **kwargs)
86
87          self.matrix_wrapper = matrix_wrapper
88          self.setWindowTitle('Define a matrix')
89
90          # === Create the widgets
91
92          self.button_confirm = QtWidgets.QPushButton(self)
93          self.button_confirm.setText('Confirm')
94          self.button_confirm.setEnabled(False)
95          self.button_confirm.clicked.connect(self.confirm_matrix)
96          self.button_confirm.setToolTip('Confirm this as the new matrix<br><b>(Ctrl + Enter)</b>')
97          QShortcut(QKeySequence('Ctrl+Return'), self).activated.connect(self.button_confirm.click)
98
99          self.button_cancel = QtWidgets.QPushButton(self)
100         self.button_cancel.setText('Cancel')
101         self.button_cancel.clicked.connect(self.reject)
102         self.button_cancel.setToolTip('Cancel this definition<br><b>(Escape)</b>')
103
104         self.label_equals = QtWidgets.QLabel()
105         self.label_equals.setText('=')
106
107         self.combobox_letter = QtWidgets.QComboBox(self)
108
109         for letter in ALPHABET_NO_I:
110             self.combobox_letter.addItem(letter)
111
112         self.combobox_letter.activated.connect(self.load_matrix)
113
114         # === Arrange the widgets
115
```

```
116         self.setContentsMargins(10, 10, 10, 10)
117
118         self.hlay_buttons = QHBoxLayout()
119         self.hlay_buttons.setSpacing(20)
120         self.hlay_buttons.addItem(QSpacerItem(50, 5, hPolicy=QSizePolicy.Expanding, vPolicy=QSizePolicy.Minimum))
121         self.hlay_buttons.addWidget(self.button_cancel)
122         self.hlay_buttons.addWidget(self.button_confirm)
123
124         self.hlay_definition = QHBoxLayout()
125         self.hlay_definition.setSpacing(20)
126         self.hlay_definition.addWidget(self.combobox_letter)
127         self.hlay_definition.addWidget(self.label_equals)
128
129         self.vlay_all = QVBoxLayout()
130         self.vlay_all.setSpacing(20)
131
132         self.setLayout(self.vlay_all)
133
134     @property
135     def selected_letter(self) -> str:
136         """Return the letter currently selected in the combo box."""
137         return str(self.combobox_letter.currentText())
138
139     @abc.abstractmethod
140     @pyqtSlot()
141     def update_confirm_button(self) -> None:
142         """Enable the confirm button if it should be enabled, else, disable it."""
143
144     @pyqtSlot(int)
145     def load_matrix(self, index: int) -> None:
146         """Load the selected matrix into the dialog.
147
148         This method is optionally able to be overridden. If it is not overridden,
149         then no matrix is loaded when selecting a name.
150
151         We have this method in the superclass so that we can define it as the slot
152         for the :meth:`QComboBox.activated` signal in this constructor, rather than
153         having to define that in the constructor of every subclass.
154         """
155
156     @abc.abstractmethod
157     @pyqtSlot()
158     def confirm_matrix(self) -> None:
159         """Confirm the inputted matrix and assign it.
160
161         .. note:: When subclassing, this method should mutate ``self.matrix_wrapper`` and then call
    ↪  ``self.accept()``.
162         """
163
164
165 class DefineVisuallyDialog(DefineDialog):
166     """The dialog class that allows the user to define a matrix visually."""
167
168     def __init__(self, matrix_wrapper: MatrixWrapper, *args, **kwargs):
169         """Create the widgets and layout of the dialog.
170
171         :param MatrixWrapper matrix_wrapper: The MatrixWrapper that this dialog will mutate
172         """
173         super().__init__(matrix_wrapper, *args, **kwargs)
174
175         self.setMinimumSize(700, 550)
176
177         # === Create the widgets
178
179         self.plot = DefineVisuallyWidget(self)
180
181         # === Arrange the widgets
182
183         self.hlay_definition.addWidget(self.plot)
184         self.hlay_definition.setStretchFactor(self.plot, 1)
185
186         self.vlay_all.addLayout(self.hlay_definition)
187         self.vlay_all.addLayout(self.hlay_buttons)
```

```
188
189         # We load the default matrix A into the plot
190         self.load_matrix(0)
191
192         # We also enable the confirm button, because any visually defined matrix is valid
193         self.button_confirm.setEnabled(True)
194
195     @pyqtSlot()
196     def update_confirm_button(self) -> None:
197         """Enable the confirm button.
198
199         .. note::
200            The confirm button is always enabled in this dialog and this method is never actually used,
201            so it's got an empty body. It's only here because we need to implement the abstract method.
202         """
203
204     @pyqtSlot(int)
205     def load_matrix(self, index: int) -> None:
206         """Show the selected matrix on the plot. If the matrix is None, show the identity."""
207         matrix = self.matrix_wrapper[self.selected_letter]
208
209         if matrix is None:
210             matrix = self.matrix_wrapper['I']
211
212         self.plot.visualize_matrix_transformation(matrix)
213         self.plot.update()
214
215     @pyqtSlot()
216     def confirm_matrix(self) -> None:
217         """Confirm the matrix that's been defined visually."""
218         matrix: MatrixType = array([
219             [self.plot.point_i[0], self.plot.point_j[0]],
220             [self.plot.point_i[1], self.plot.point_j[1]]
221         ])
222
223         self.matrix_wrapper[self.selected_letter] = matrix
224         self.accept()
225
226
227 class DefineNumericallyDialog(DefineDialog):
228     """The dialog class that allows the user to define a new matrix numerically."""
229
230     def __init__(self, matrix_wrapper: MatrixWrapper, *args, **kwargs):
231         """Create the widgets and layout of the dialog.
232
233         :param MatrixWrapper matrix_wrapper: The MatrixWrapper that this dialog will mutate
234         """
235         super().__init__(matrix_wrapper, *args, **kwargs)
236
237         # === Create the widgets
238
239         # tl = top left, br = bottom right, etc.
240         self.element_tl = QtWidgets.QLineEdit(self)
241         self.element_tl.textChanged.connect(self.update_confirm_button)
242         self.element_tl.setValidator(QDoubleValidator())
243
244         self.element_tr = QtWidgets.QLineEdit(self)
245         self.element_tr.textChanged.connect(self.update_confirm_button)
246         self.element_tr.setValidator(QDoubleValidator())
247
248         self.element_bl = QtWidgets.QLineEdit(self)
249         self.element_bl.textChanged.connect(self.update_confirm_button)
250         self.element_bl.setValidator(QDoubleValidator())
251
252         self.element_br = QtWidgets.QLineEdit(self)
253         self.element_br.textChanged.connect(self.update_confirm_button)
254         self.element_br.setValidator(QDoubleValidator())
255
256         self.matrix_elements = (self.element_tl, self.element_tr, self.element_bl, self.element_br)
257
258         # === Arrange the widgets
259
260         self.grid_matrix = QGridLayout()
```

```
261         self.grid_matrix.setSpacing(20)
262         self.grid_matrix.addWidget(self.element_tl, 0, 0)
263         self.grid_matrix.addWidget(self.element_tr, 0, 1)
264         self.grid_matrix.addWidget(self.element_bl, 1, 0)
265         self.grid_matrix.addWidget(self.element_br, 1, 1)
266
267         self.hlay_definition.addLayout(self.grid_matrix)
268
269         self.vlay_all.addLayout(self.hlay_definition)
270         self.vlay_all.addLayout(self.hlay_buttons)
271
272         # We load the default matrix A into the boxes
273         self.load_matrix(0)
274
275         self.element_tl.setFocus()
276
277     @pyqtSlot()
278     def update_confirm_button(self) -> None:
279         """Enable the confirm button if there are valid floats in every box."""
280         for elem in self.matrix_elements:
281             if not is_valid_float(elem.text()):
282                 # If they're not all numbers, then we can't confirm it
283                 self.button_confirm.setEnabled(False)
284                 return
285
286         # If we didn't find anything invalid
287         self.button_confirm.setEnabled(True)
288
289     @pyqtSlot(int)
290     def load_matrix(self, index: int) -> None:
291         """If the selected matrix is defined, load its values into the boxes."""
292         matrix = self.matrix_wrapper[self.selected_letter]
293
294         if matrix is None:
295             for elem in self.matrix_elements:
296                 elem.setText('')
297
298         else:
299             self.element_tl.setText(round_float(matrix[0][0]))
300             self.element_tr.setText(round_float(matrix[0][1]))
301             self.element_bl.setText(round_float(matrix[1][0]))
302             self.element_br.setText(round_float(matrix[1][1]))
303
304         self.update_confirm_button()
305
306     @pyqtSlot()
307     def confirm_matrix(self) -> None:
308         """Confirm the matrix in the boxes and assign it to the name in the combo box."""
309         matrix: MatrixType = array([
310             [float(self.element_tl.text()), float(self.element_tr.text())],
311             [float(self.element_bl.text()), float(self.element_br.text())]
312         ])
313
314         self.matrix_wrapper[self.selected_letter] = matrix
315         self.accept()
316
317
318 class DefineAsAnExpressionDialog(DefineDialog):
319     """The dialog class that allows the user to define a matrix as an expression of other matrices."""
320
321     def __init__(self, matrix_wrapper: MatrixWrapper, *args, **kwargs):
322         """Create the widgets and layout of the dialog.
323
324         :param MatrixWrapper matrix_wrapper: The MatrixWrapper that this dialog will mutate
325         """
326         super().__init__(matrix_wrapper, *args, **kwargs)
327
328         self.setMinimumWidth(450)
329
330         # === Create the widgets
331
332         self.lineedit_expression_box = QtWidgets.QLineEdit(self)
333         self.lineedit_expression_box.setPlaceholderText('Enter matrix expression...')
```

```
334         self.lineedit_expression_box.textChanged.connect(self.update_confirm_button)
335         self.lineedit_expression_box.setValidator(MatrixExpressionValidator())
336 
337         # === Arrange the widgets
338 
339         self.hlay_definition.addWidget(self.lineedit_expression_box)
340 
341         self.vlay_all.addLayout(self.hlay_definition)
342         self.vlay_all.addLayout(self.hlay_buttons)
343 
344         # Load the matrix if it's defined as an expression
345         self.load_matrix(0)
346 
347         self.lineedit_expression_box.setFocus()
348 
349     @pyqtSlot()
350     def update_confirm_button(self) -> None:
351         """Enable the confirm button if the matrix expression is valid in the wrapper."""
352         text = self.lineedit_expression_box.text()
353         valid_expression = self.matrix_wrapper.is_valid_expression(text)
354 
355         self.button_confirm.setEnabled(valid_expression and self.selected_letter not in text)
356 
357     @pyqtSlot(int)
358     def load_matrix(self, index: int) -> None:
359         """If the selected matrix is defined an expression, load that expression into the box."""
360         if (expr := self.matrix_wrapper.get_expression(self.selected_letter)) is not None:
361             self.lineedit_expression_box.setText(expr)
362         else:
363             self.lineedit_expression_box.setText('')
364 
365     @pyqtSlot()
366     def confirm_matrix(self) -> None:
367         """Evaluate the matrix expression and assign its value to the name in the combo box."""
368         self.matrix_wrapper[self.selected_letter] = self.lineedit_expression_box.text()
369         self.accept()
```

A.14 gui/dialogs/__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 provides separate dialogs for the main GUI.
8 
9  These dialogs are for defining new matrices in different ways and editing settings.
10 """
11 
12 from .define_new_matrix import DefineAsAnExpressionDialog, DefineDialog, DefineNumericallyDialog,
   ↪  DefineVisuallyDialog
13 from .misc import AboutDialog
14 from .settings import DisplaySettingsDialog
15 
16 __all__ = ['DefineAsAnExpressionDialog', 'DefineDialog', 'DefineNumericallyDialog', 'DefineVisuallyDialog',
17            'AboutDialog', 'DisplaySettingsDialog']
```

A.15 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 visualise
    the given matrix transformation.
    """

    def __init__(self, display_settings: DisplaySettings, *args, **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.draw_transformed_grid(painter)
        self.draw_basis_vectors(painter)

        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.draw_determinant_text:
                self.draw_determinant_text(painter)

        painter.end()
        event.accept()


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

```
82
83      This is just the widget itself. If you want the dialog, use
84      :class:`lintrans.gui.dialogs.define_new_matrix.DefineVisuallyDialog`.
85      """
86
87      def __init__(self, *args, **kwargs):
88          """Create the widget and enable mouse tracking. ``*args`` and ``**kwargs`` are passed to ``super()``."""
89          super().__init__(*args, **kwargs)
90
91          self.dragged_point: tuple[float, float] | None = None
92
93          # This is the distance that the cursor needs to be from the point to drag it
94          self.epsilon: int = 5
95
96      def paintEvent(self, event: QPaintEvent) -> None:
97          """Handle a :class:`QPaintEvent` by drawing the background grid and the transformed grid.
98
99          The transformed grid is defined by the basis vectors i and j,
100         which can be dragged around in the widget.
101         """
102         painter = QPainter()
103         painter.begin(self)
104
105         painter.setRenderHint(QPainter.Antialiasing)
106         painter.setBrush(Qt.NoBrush)
107
108         self.draw_background(painter)
109         self.draw_transformed_grid(painter)
110         self.draw_basis_vectors(painter)
111
112         painter.end()
113         event.accept()
114
115     def mousePressEvent(self, event: QMouseEvent) -> None:
116         """Handle a QMouseEvent when the user pressed a button."""
117         mx = event.x()
118         my = event.y()
119         button = event.button()
120
121         if button != Qt.LeftButton:
122             event.ignore()
123             return
124
125         for point in (self.point_i, self.point_j):
126             px, py = self.canvas_coords(*point)
127             if abs(px - mx) <= self.epsilon and abs(py - my) <= self.epsilon:
128                 self.dragged_point = point[0], point[1]
129
130         event.accept()
131
132     def mouseReleaseEvent(self, event: QMouseEvent) -> None:
133         """Handle a QMouseEvent when the user release a button."""
134         if event.button() == Qt.LeftButton:
135             self.dragged_point = None
136             event.accept()
137         else:
138             event.ignore()
139
140     def mouseMoveEvent(self, event: QMouseEvent) -> None:
141         """Handle the mouse moving on the canvas."""
142         mx = event.x()
143         my = event.y()
144
145         if self.dragged_point is not None:
146             x, y = self.grid_coords(mx, my)
147
148             if self.dragged_point == self.point_i:
149                 self.point_i = x, y
150
151             elif self.dragged_point == self.point_j:
152                 self.point_j = x, y
153
154             self.dragged_point = x, y
```

```
155
156             self.update()
157
158             event.accept()
159
160         event.ignore()
```

A.16 gui/plots/classes.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 superclasses for plotting transformations."""
8
9   from __future__ import annotations
10
11  from abc import abstractmethod
12  from typing import Iterable
13
14  import numpy as np
15  from nptyping import Float, NDArray
16  from PyQt5.QtCore import QPoint, QRectF, Qt
17  from PyQt5.QtGui import QBrush, QColor, QPainter, QPainterPath, QPaintEvent, QPen, QWheelEvent
18  from PyQt5.QtWidgets import QWidget
19
20  from lintrans.typing_ import MatrixType
21
22
23  class BackgroundPlot(QWidget):
24      """This class provides a background for plotting, as well as setup for a Qt widget.
25
26      This class provides a background (untransformed) plane, and all the backend
27      details for a Qt application, but does not provide useful functionality. To
28      be useful, this class must be subclassed and behaviour must be implemented
29      by the subclass.
30
31      .. warning:: This class should never be directly instantiated, only subclassed.
32
33      .. note::
34         I would make this class have ``metaclass=abc.ABCMeta``, but I can't because it subclasses :class:`QWidget`,
35         and a every superclass of a class must have the same metaclass, and :class:`QWidget` is not an abstract
    ↪   class.
36      """
37
38      default_grid_spacing: int = 85
39      minimum_grid_spacing: int = 5
40
41      def __init__(self, *args, **kwargs):
42          """Create the widget and setup backend stuff for rendering.
43
44          .. note:: ``*args`` and ``**kwargs`` are passed the superclass constructor (:class:`QWidget`).
45          """
46          super().__init__(*args, **kwargs)
47
48          self.setAutoFillBackground(True)
49
50          # Set the background to white
51          palette = self.palette()
52          palette.setColor(self.backgroundRole(), Qt.white)
53          self.setPalette(palette)
54
55          # Set the grid colour to grey and the axes colour to black
56          self.colour_background_grid = QColor('#808080')
57          self.colour_background_axes = QColor('#000000')
58
59          self.grid_spacing = BackgroundPlot.default_grid_spacing
60          self.width_background_grid: float = 0.3
```

```
61
62      @property
63      def canvas_origin(self) -> tuple[int, int]:
64          """Return the canvas coords of the grid origin.
65
66          The return value is intended to be unpacked and passed to a :meth:`QPainter.drawLine:iiii` call.
67
68          See :meth:`canvas_coords`.
69
70          :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) -> 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         """
136         # Draw the grid
137         painter.setPen(QPen(self.colour_background_grid, self.width_background_grid))
138 
139         # We draw the background grid, centered in the middle
140         # We deliberately exclude the axes - these are drawn separately
141         for x in range(self.width() // 2 + self.grid_spacing, self.width(), self.grid_spacing):
142             painter.drawLine(x, 0, x, self.height())
143             painter.drawLine(self.width() - x, 0, self.width() - x, self.height())
144 
145         for y in range(self.height() // 2 + self.grid_spacing, self.height(), self.grid_spacing):
146             painter.drawLine(0, y, self.width(), y)
147             painter.drawLine(0, self.height() - y, self.width(), self.height() - y)
148 
149         # Now draw the axes
150         painter.setPen(QPen(self.colour_background_axes, self.width_background_grid))
151         painter.drawLine(self.width() // 2, 0, self.width() // 2, self.height())
152         painter.drawLine(0, self.height() // 2, self.width(), self.height() // 2)
153 
154     def wheelEvent(self, event: QWheelEvent) -> None:
155         """Handle a :class:`QWheelEvent` by zooming in or our of the grid."""
156         # angleDelta() returns a number of units equal to 8 times the number of degrees rotated
157         degrees = event.angleDelta() / 8
158 
159         if degrees is not None:
160             new_spacing = max(1, self.grid_spacing + degrees.y())
161 
162             if new_spacing >= self.minimum_grid_spacing:
163                 self.grid_spacing = new_spacing
164 
165         event.accept()
166         self.update()
167 
168 
169 class VectorGridPlot(BackgroundPlot):
170     """This class represents a background plot, with vectors and their grid drawn on top.
171 
172     This class should be subclassed to be used for visualization and matrix definition widgets.
173     All useful behaviour should be implemented by any subclass.
174 
175     .. warning:: This class should never be directly instantiated, only subclassed.
176     """
177 
178     def __init__(self, *args, **kwargs):
179         """Create the widget with ``point_i`` and ``point_j`` attributes.
180 
181         .. note:: ``*args`` and ``**kwargs`` are passed to the superclass constructor (:class:`BackgroundPlot`).
182         """
183         super().__init__(*args, **kwargs)
184 
185         self.point_i: tuple[float, float] = (1., 0.)
186         self.point_j: tuple[float, float] = (0., 1.)
187 
188         self.colour_i = QColor('#0808d8')
189         self.colour_j = QColor('#e90000')
190         self.colour_eigen = QColor('#13cf00')
191         self.colour_text = QColor('#000000')
192 
193         self.width_vector_line = 1.8
194         self.width_transformed_grid = 0.8
195 
196         self.arrowhead_length = 0.15
197 
198         self.max_parallel_lines = 150
199 
200     @property
201     def matrix(self) -> MatrixType:
202         """Return the assembled matrix of the basis vectors."""
203         return np.array([
204             [self.point_i[0], self.point_j[0]],
205             [self.point_i[1], self.point_j[1]]
206         ])
```

```
207
208         @property
209         def det(self) -> float:
210             """Return the determinant of the assembled matrix."""
211             return float(np.linalg.det(self.matrix))
212
213         @property
214         def eigs(self) -> Iterable[tuple[float, NDArray[(1, 2), Float]]]:
215             """Return the eigenvalues and eigenvectors zipped together to be iterated over.
216
217             :rtype: Iterable[tuple[float, NDArray[(1, 2), Float]]]
218             """
219             values, vectors = np.linalg.eig(self.matrix)
220             return zip(values, vectors.T)
221
222         @abstractmethod
223         def paintEvent(self, event: QPaintEvent) -> None:
224             """Handle a :class:`QPaintEvent`.
225
226             .. note:: This method is abstract and must be overridden by all subclasses.
227             """
228
229         def draw_parallel_lines(self, painter: QPainter, vector: tuple[float, float], point: tuple[float, float]) ->
        ↪  None:
230             """Draw a set of evenly spaced grid lines parallel to ``vector`` intersecting ``point``.
231
232             :param QPainter painter: The painter to draw the lines with
233             :param vector: The vector to draw the grid lines parallel to
234             :type vector: tuple[float, float]
235             :param point: The point for the lines to intersect with
236             :type point: tuple[float, float]
237             """
238             max_x, max_y = self.grid_corner()
239             vector_x, vector_y = vector
240             point_x, point_y = point
241
242             # If the determinant is 0
243             if abs(vector_x * point_y - vector_y * point_x) < 1e-12:
244                 rank = np.linalg.matrix_rank(
245                     np.array([
246                         [vector_x, point_x],
247                         [vector_y, point_y]
248                     ])
249                 )
250
251                 # If the matrix is rank 1, then we can draw the column space line
252                 if rank == 1:
253                     if abs(vector_x) < 1e-12:
254                         painter.drawLine(self.width() // 2, 0, self.width() // 2, self.height())
255                     elif abs(vector_y) < 1e-12:
256                         painter.drawLine(0, self.height() // 2, self.width(), self.height() // 2)
257                     else:
258                         self.draw_oblique_line(painter, vector_y / vector_x, 0)
259
260                 # If the rank is 0, then we don't draw any lines
261                 else:
262                     return
263
264             elif abs(vector_x) < 1e-12 and abs(vector_y) < 1e-12:
265                 # If both components of the vector are practically 0, then we can't render any grid lines
266                 return
267
268             # Draw vertical lines
269             elif abs(vector_x) < 1e-12:
270                 painter.drawLine(self.canvas_x(0), 0, self.canvas_x(0), self.height())
271
272                 for i in range(max(abs(int(max_x / point_x)), self.max_parallel_lines)):
273                     painter.drawLine(
274                         self.canvas_x((i + 1) * point_x),
275                         0,
276                         self.canvas_x((i + 1) * point_x),
277                         self.height()
278                     )
```

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

        # Draw horizontal lines
        elif abs(vector_y) < 1e-12:
            painter.drawLine(0, self.canvas_y(0), self.width(), self.canvas_y(0))

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

        # If the line is oblique, then we can use y = mx + c
        else:
            m = vector_y / vector_x
            c = point_y - m * point_x

            self.draw_oblique_line(painter, m, 0)

            # We don't want to overshoot the max number of parallel lines,
            # but we should also stop looping as soon as we can't draw any more lines
            for i in range(1, self.max_parallel_lines + 1):
                if not self.draw_pair_of_oblique_lines(painter, m, i * c):
                    break

    def draw_pair_of_oblique_lines(self, painter: QPainter, m: float, c: float) -> bool:
        """Draw a pair of oblique lines, using the equation y = mx + c.

        This method just calls :meth:`draw_oblique_line` with ``c`` and ``-c``,
        and returns True if either call returned True.

        :param QPainter painter: The painter to draw the vectors and grid lines with
        :param float m: The gradient of the lines to draw
        :param float c: The y-intercept of the lines to draw. We use the positive and negative versions
        :returns bool: Whether we were able to draw any lines on the canvas
        """
        return any([
            self.draw_oblique_line(painter, m, c),
            self.draw_oblique_line(painter, m, -c)
        ])

    def draw_oblique_line(self, painter: QPainter, m: float, c: float) -> bool:
        """Draw an oblique line, using the equation y = mx + c.

        We only draw the part of the line that fits within the canvas, returning True if
        we were able to draw a line within the boundaries, and False if we couldn't draw a line

        :param QPainter painter: The painter to draw the vectors and grid lines with
        :param float m: The gradient of the line to draw
        :param float c: The y-intercept of the line to draw
        :returns bool: Whether we were able to draw a line on the canvas
        """
        max_x, max_y = self.grid_corner()

        # These variable names are shortened for convenience
        # myi is max_y_intersection, mmyi is minus_max_y_intersection, etc.
        myi = (max_y - c) / m
        mmyi = (-max_y - c) / m
        mxi = max_x * m + c
        mmxi = -max_x * m + c
```

```
352
353         # The inner list here is a list of coords, or None
354         # If an intersection fits within the bounds, then we keep its coord,
355         # else it is None, and then gets discarded from the points list
356         # By the end, points is a list of two coords, or an empty list
357         points: list[tuple[float, float]] = [
358             x for x in [
359                 (myi, max_y) if -max_x < myi < max_x else None,
360                 (mmyi, -max_y) if -max_x < mmyi < max_x else None,
361                 (max_x, mxi) if -max_y < mxi < max_y else None,
362                 (-max_x, mmxi) if -max_y < mmxi < max_y else None
363             ] if x is not None
364         ]
365
366         # If no intersections fit on the canvas
367         if len(points) < 2:
368             return False
369
370         # If we can, then draw the line
371         else:
372             painter.drawLine(
373                 *self.canvas_coords(*points[0]),
374                 *self.canvas_coords(*points[1])
375             )
376             return True
377
378     def draw_transformed_grid(self, painter: QPainter) -> None:
379         """Draw the transformed version of the grid, given by the basis vectors.
380
381         .. note:: This method draws the grid, but not the basis vectors. Use :meth:`draw_basis_vectors` to draw
    ↪ them.
382
383         :param QPainter painter: The painter to draw the grid lines with
384         """
385         # Draw all the parallel lines
386         painter.setPen(QPen(self.colour_i, self.width_transformed_grid))
387         self.draw_parallel_lines(painter, self.point_i, self.point_j)
388         painter.setPen(QPen(self.colour_j, self.width_transformed_grid))
389         self.draw_parallel_lines(painter, self.point_j, self.point_i)
390
391     def draw_arrowhead_away_from_origin(self, painter: QPainter, point: tuple[float, float]) -> None:
392         """Draw an arrowhead at ``point``, pointing away from the origin.
393
394         :param QPainter painter: The painter to draw the arrowhead with
395         :param point: The point to draw the arrowhead at, given in grid coords
396         :type point: tuple[float, float]
397         """
398         # This algorithm was adapted from a C# algorithm found at
399         # http://csharphelper.com/blog/2014/12/draw-lines-with-arrowheads-in-c/
400
401         # Get the x and y coords of the point, and then normalize them
402         # We have to normalize them, or else the size of the arrowhead will
403         # scale with the distance of the point from the origin
404         x, y = point
405         vector_length = np.sqrt(x * x + y * y)
406
407         if vector_length < 1e-12:
408             return
409
410         nx = x / vector_length
411         ny = y / vector_length
412
413         # We choose a length and find the steps in the x and y directions
414         length = min(
415             self.arrowhead_length * self.default_grid_spacing / self.grid_spacing,
416             vector_length
417         )
418         dx = length * (-nx - ny)
419         dy = length * (nx - ny)
420
421         # Then we just plot those lines
422         painter.drawLine(*self.canvas_coords(x, y), *self.canvas_coords(x + dx, y + dy))
423         painter.drawLine(*self.canvas_coords(x, y), *self.canvas_coords(x - dy, y + dx))
```

```
424
425     def draw_position_vector(self, painter: QPainter, point: tuple[float, float], colour: QColor) -> None:
426         """Draw a vector from the origin to the given point.
427
428         :param QPainter painter: The painter to draw the position vector with
429         :param point: The tip of the position vector in grid coords
430         :type point: tuple[float, float]
431         :param QColor colour: The colour to draw the position vector in
432         """
433         painter.setPen(QPen(colour, self.width_vector_line))
434         painter.drawLine(*self.canvas_origin, *self.canvas_coords(*point))
435         self.draw_arrowhead_away_from_origin(painter, point)
436
437     def draw_basis_vectors(self, painter: QPainter) -> None:
438         """Draw arrowheads at the tips of the basis vectors.
439
440         :param QPainter painter: The painter to draw the basis vectors with
441         """
442         self.draw_position_vector(painter, self.point_i, self.colour_i)
443         self.draw_position_vector(painter, self.point_j, self.colour_j)
444
445     def draw_determinant_parallelogram(self, painter: QPainter) -> None:
446         """Draw the parallelogram of the determinant of the matrix.
447
448         :param QPainter painter: The painter to draw the parallelogram with
449         """
450         if self.det == 0:
451             return
452
453         path = QPainterPath()
454         path.moveTo(*self.canvas_origin)
455         path.lineTo(*self.canvas_coords(*self.point_i))
456         path.lineTo(*self.canvas_coords(self.point_i[0] + self.point_j[0], self.point_i[1] + self.point_j[1]))
457         path.lineTo(*self.canvas_coords(*self.point_j))
458
459         color = (16, 235, 253) if self.det > 0 else (253, 34, 16)
460         brush = QBrush(QColor(*color, alpha=128), Qt.SolidPattern)
461
462         painter.fillPath(path, brush)
463
464     def draw_determinant_text(self, painter: QPainter) -> None:
465         """Write the string value of the determinant in the middle of the parallelogram.
466
467         :param QPainter painter: The painter to draw the determinant text with
468         """
469         painter.setPen(QPen(self.colour_text, self.width_vector_line))
470
471         # We're building a QRect that encloses the determinant parallelogram
472         # Then we can center the text in this QRect
473         coords: list[tuple[float, float]] = [
474             (0, 0),
475             self.point_i,
476             self.point_j,
477             (
478                 self.point_i[0] + self.point_j[0],
479                 self.point_i[1] + self.point_j[1]
480             )
481         ]
482
483         xs = [t[0] for t in coords]
484         ys = [t[1] for t in coords]
485
486         top_left = QPoint(*self.canvas_coords(min(xs), max(ys)))
487         bottom_right = QPoint(*self.canvas_coords(max(xs), min(ys)))
488
489         rect = QRectF(top_left, bottom_right)
490
491         painter.drawText(
492             rect,
493             Qt.AlignHCenter | Qt.AlignVCenter,
494             f'{self.det:.2f}'
495         )
496
```

```
497     def draw_eigenvectors(self, painter: QPainter) -> None:
498         """Draw the eigenvectors of the displayed matrix transformation.
499 
500         :param QPainter painter: The painter to draw the eigenvectors with
501         """
502         for value, vector in self.eigs:
503             x = value * vector[0]
504             y = value * vector[1]
505 
506             if x.imag != 0 or y.imag != 0:
507                 continue
508 
509             self.draw_position_vector(painter, (x, y), self.colour_eigen)
510 
511             # Now we need to draw the eigenvalue at the tip of the eigenvector
512 
513             offset = 3
514             top_left: QPoint
515             bottom_right: QPoint
516             alignment_flags: int
517 
518             if x >= 0 and y >= 0:  # Q1
519                 top_left = QPoint(self.canvas_x(x) + offset, 0)
520                 bottom_right = QPoint(self.width(), self.canvas_y(y) - offset)
521                 alignment_flags = Qt.AlignLeft | Qt.AlignBottom
522 
523             elif x < 0 and y >= 0:  # Q2
524                 top_left = QPoint(0, 0)
525                 bottom_right = QPoint(self.canvas_x(x) - offset, self.canvas_y(y) - offset)
526                 alignment_flags = Qt.AlignRight | Qt.AlignBottom
527 
528             elif x < 0 and y < 0:  # Q3
529                 top_left = QPoint(0, self.canvas_y(y) + offset)
530                 bottom_right = QPoint(self.canvas_x(x) - offset, self.height())
531                 alignment_flags = Qt.AlignRight | Qt.AlignTop
532 
533             else:  # Q4
534                 top_left = QPoint(self.canvas_x(x) + offset, self.canvas_y(y) + offset)
535                 bottom_right = QPoint(self.width(), self.height())
536                 alignment_flags = Qt.AlignLeft | Qt.AlignTop
537 
538             painter.setPen(QPen(self.colour_text, self.width_vector_line))
539             painter.drawText(QRectF(top_left, bottom_right), alignment_flags, f'{value:.2f}')
540 
541     def draw_eigenlines(self, painter: QPainter) -> None:
542         """Draw the eigenlines (invariant lines).
543 
544         :param QPainter painter: The painter to draw the eigenlines with
545         """
546         painter.setPen(QPen(self.colour_eigen, self.width_transformed_grid))
547 
548         for value, vector in self.eigs:
549             if value.imag != 0:
550                 continue
551 
552             x, y = vector
553 
554             if x == 0:
555                 x_mid = int(self.width() / 2)
556                 painter.drawLine(x_mid, 0, x_mid, self.height())
557 
558             elif y == 0:
559                 y_mid = int(self.height() / 2)
560                 painter.drawLine(0, y_mid, self.width(), y_mid)
561 
562             else:
563                 self.draw_oblique_line(painter, y / x, 0)
```

A.17 gui/plots/__init__.py

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

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# <https://www.gnu.org/licenses/gpl-3.0.html>

"""This package provides widgets for the visualization plot in the main window and the visual definition dialog."""

from . import classes
from .widgets import DefineVisuallyWidget, VisualizeTransformationWidget

__all__ = ['classes', 'DefineVisuallyWidget', 'VisualizeTransformationWidget']
```

B Testing code

B.1 matrices/test_rotation_matrices.py

```
# lintrans - The linear transformation visualizer
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# <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
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"""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_misc.py`

```
# lintrans - The linear transformation visualizer
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```

```

"""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.4 matrices/matrix_wrapper/conftest.py

```

# lintrans - The linear transformation visualizer
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"""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:
```

```
37      """Return a new MatrixWrapper object with some preset values."""
38      return get_test_wrapper()
39
40
41  @pytest.fixture
42  def new_wrapper() -> MatrixWrapper:
43      """Return a new MatrixWrapper with no initialized values."""
44      return MatrixWrapper()
```

B.5 matrices/matrix_wrapper/test_evaluate_expression.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 evaluate_expression() method."""
8
9   import numpy as np
10  from numpy import linalg as la
11  import pytest
12
13  from lintrans.matrices import MatrixWrapper, create_rotation_matrix
14  from lintrans.typing_ import MatrixType
15
16  from conftest import get_test_wrapper
17
18
19  def test_simple_matrix_addition(test_wrapper: MatrixWrapper) -> None:
20      """Test simple addition and subtraction of two matrices."""
21
22      # NOTE: We assert that all of these values are not None just to stop mypy complaining
23      # These values will never actually be None because they're set in the wrapper() fixture
24      # 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 \
```

```
            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('A^2') == la.matrix_power(test_wrapper['A'], 2)).all()
    assert (test_wrapper.evaluate_expression('B^4') == la.matrix_power(test_wrapper['B'], 4)).all()
    assert (test_wrapper.evaluate_expression('C^{12}') == la.matrix_power(test_wrapper['C'], 12)).all()
    assert (test_wrapper.evaluate_expression('D^12') == la.matrix_power(test_wrapper['D'], 12)).all()
    assert (test_wrapper.evaluate_expression('E^8') == la.matrix_power(test_wrapper['E'], 8)).all()
    assert (test_wrapper.evaluate_expression('F^{-6}') == la.matrix_power(test_wrapper['F'], -6)).all()
    assert (test_wrapper.evaluate_expression('G^-2') == la.matrix_power(test_wrapper['G'], -2)).all()

    assert test_wrapper == get_test_wrapper()


def test_matrix_transpose(test_wrapper: MatrixWrapper) -> None:
    """Test matrix transpositions."""
    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('A^{T}') == test_wrapper['A'].T).all()
    assert (test_wrapper.evaluate_expression('B^{T}') == test_wrapper['B'].T).all()
    assert (test_wrapper.evaluate_expression('C^{T}') == test_wrapper['C'].T).all()
    assert (test_wrapper.evaluate_expression('D^{T}') == test_wrapper['D'].T).all()
    assert (test_wrapper.evaluate_expression('E^{T}') == test_wrapper['E'].T).all()
    assert (test_wrapper.evaluate_expression('F^{T}') == test_wrapper['F'].T).all()
    assert (test_wrapper.evaluate_expression('G^{T}') == test_wrapper['G'].T).all()

    assert (test_wrapper.evaluate_expression('A^T') == test_wrapper['A'].T).all()
    assert (test_wrapper.evaluate_expression('B^T') == test_wrapper['B'].T).all()
    assert (test_wrapper.evaluate_expression('C^T') == test_wrapper['C'].T).all()
    assert (test_wrapper.evaluate_expression('D^T') == test_wrapper['D'].T).all()
    assert (test_wrapper.evaluate_expression('E^T') == test_wrapper['E'].T).all()
    assert (test_wrapper.evaluate_expression('F^T') == test_wrapper['F'].T).all()
    assert (test_wrapper.evaluate_expression('G^T') == test_wrapper['G'].T).all()

    assert test_wrapper == get_test_wrapper()


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."""
    matrix_a: MatrixType = np.array([
        [0, 0],
        [0, 0]
    ])

    matrix_b: MatrixType = np.array([
        [1, 2],
        [1, 2]
    ])

    wrapper = MatrixWrapper()
    wrapper['A'] = matrix_a
    wrapper['B'] = matrix_b

    assert (wrapper.evaluate_expression('A') == matrix_a).all()
    assert (wrapper.evaluate_expression('B') == matrix_b).all()

    with pytest.raises(np.linalg.LinAlgError):
        wrapper.evaluate_expression('A^-1')

    with pytest.raises(np.linalg.LinAlgError):
        wrapper.evaluate_expression('B^-1')

    assert (wrapper['A'] == matrix_a).all()
    assert (wrapper['B'] == matrix_b).all()
```

B.6 `matrices/matrix_wrapper/test_setitem_and_getitem.py`

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

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# <https://www.gnu.org/licenses/gpl-3.0.html>
```

```python

"""Test the MatrixWrapper __setitem__() and __getitem__() methods."""

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

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

valid_matrix_names = 'ABCDEFGHJKLMNOPQRSTUVWXYZ'
invalid_matrix_names = ['bad name', '123456', 'Th15 Is an 1nV@l1D n@m3', 'abc', 'a']

test_matrix: MatrixType = np.array([[1, 2], [4, 3]])


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

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


def test_get_name_error(new_wrapper: MatrixWrapper) -> None:
    """Test that MatrixWrapper().__getitem__() raises a NameError if called with an invalid name."""
    for name in invalid_matrix_names:
        with pytest.raises(NameError):
            _ = new_wrapper[name]


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

        new_wrapper[name] = None
        assert new_wrapper[name] is None


def test_set_expression(test_wrapper: MatrixWrapper) -> None:
    """Test that MatrixWrapper.__setitem__() can accept a valid expression."""
    test_wrapper['N'] = 'A^2'
    test_wrapper['O'] = 'BA+2C'
    test_wrapper['P'] = 'E^T'
    test_wrapper['Q'] = 'C^-1B'
    test_wrapper['R'] = 'A^{2}3B'
    test_wrapper['S'] = 'N^-1'
    test_wrapper['T'] = 'PQP^-1'

    with pytest.raises(TypeError):
        test_wrapper['U'] = 'A+1'

    with pytest.raises(TypeError):
        test_wrapper['V'] = 'K'

    with pytest.raises(TypeError):
        test_wrapper['W'] = 'L^2'

    with pytest.raises(TypeError):
        test_wrapper['X'] = 'M^-1'


def test_simple_dynamic_evaluation(test_wrapper: MatrixWrapper) -> None:
    """Test that expression-defined matrices are evaluated dynamically."""
    test_wrapper['N'] = 'A^2'
    test_wrapper['O'] = '4B'
    test_wrapper['P'] = 'A+C'

    assert (test_wrapper['N'] == test_wrapper.evaluate_expression('A^2')).all()
    assert (test_wrapper['O'] == test_wrapper.evaluate_expression('4B')).all()
```

```
    assert (test_wrapper['P'] == test_wrapper.evaluate_expression('A+C')).all()

    assert (test_wrapper.evaluate_expression('N^2 + 3O') ==
            la.matrix_power(test_wrapper.evaluate_expression('A^2'), 2) +
            3 * test_wrapper.evaluate_expression('4B')
            ).all()
    assert (test_wrapper.evaluate_expression('P^-1 - 3NO^2') ==
            la.inv(test_wrapper.evaluate_expression('A+C')) -
            (3 * test_wrapper.evaluate_expression('A^2')) @
            la.matrix_power(test_wrapper.evaluate_expression('4B'), 2)
            ).all()

    test_wrapper['A'] = np.array([
        [19, -21.5],
        [84, 96.572]
    ])
    test_wrapper['B'] = np.array([
        [-0.993, 2.52],
        [1e10, 0]
    ])
    test_wrapper['C'] = np.array([
        [0, 19512],
        [1.414, 19]
    ])

    assert (test_wrapper['N'] == test_wrapper.evaluate_expression('A^2')).all()
    assert (test_wrapper['O'] == test_wrapper.evaluate_expression('4B')).all()
    assert (test_wrapper['P'] == test_wrapper.evaluate_expression('A+C')).all()

    assert (test_wrapper.evaluate_expression('N^2 + 3O') ==
            la.matrix_power(test_wrapper.evaluate_expression('A^2'), 2) +
            3 * test_wrapper.evaluate_expression('4B')
            ).all()
    assert (test_wrapper.evaluate_expression('P^-1 - 3NO^2') ==
            la.inv(test_wrapper.evaluate_expression('A+C')) -
            (3 * test_wrapper.evaluate_expression('A^2')) @
            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 I."""
    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.7 gui/test_dialog_utility_functions.py

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

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# <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
```