

# Design GUI with Morph - (DRAFT)

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A Practical Guide for Cuis

The screen is a window through which one sees a virtual world. The challenge is to make that world look real, act real, sound real, feel real.

—*Ivan Sutherland*

**H. Fernandes**

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“Design GUI with Morph - (DRAFT)” booklet is for Cuis-Smalltalk (7.0 or later), a free and modern implementation of the Smalltalk language and environment.

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# 1 Introduction

This booklet is a collection of how-to guides for building basic GUI (Graphic User Interface) with Cuis-Smalltalk and its Morphic system. Some chapters, such as Chapter 3 [What is a Morph after all?], page 11, and Chapter 5 [Design a GUI application], page 43, present deeper knowledge. Most chapters can be read independently to suit the reader's needs.

The standard Cuis-Smalltalk framework for building user interfaces is Morphic 3; it is the most refined version of the Morphic graphic system found in Smalltalk environments. What non-Smalltalk GUI libraries refer to as *components* or *widgets* is called a *Morph* in Cuis-Smalltalk; therefore, in the rest of this book, the terms Morph, widget, and component are interchangeable.

## 1.1 Overview

There are many provided morphs that are subclasses of **Morph**, and it's easy to create custom morphs.

The primary way of organizing morphs is to create instances of **LayoutMorph** and add submorphs to them. Instances of **LayoutMorph** can be nested to achieve almost any layout. It is used massively; in a Cuis-Smalltalk image with several browsers open, there are tens of layouts.

Execute the code below with **Ctrl-p** to get the result printed in your image:

```
LayoutMorph allInstances size
⇒ 79.
```

Open a Workspace and execute the following expressions:

```
box := ColoredBoxMorph new.
box color: Color pink.
box morphExtent: 200 @ 100.
box openInWorld
```

Example 1.1: My first morph

to render a pink rectangle.

Open the halo of handles for this morph by holding down a key and clicking it. The key to hold down depends on your platform. It is the **Command** key in macOS and the **Control** key or **Shift+Control** key in other platforms. With a three-button mouse, you can middle-click to get the halo. Click the red button in the upper-left of the halo to remove the morph.

## 1.2 Quick Start

Rendering a single morph is not particularly interesting. Let's render some labels, a text input, and a button to implement a simple application.

In a new Workspace, select and invoke the following code. Use **Ctrl+a** to select All, then **Ctrl+d** to DoIt.

```

| view input greetingLabel button row |

view := LayoutMorph newColumn.

"Create a single-line text input.
Using zero for the height causes it to calculate
the minimum required height for a single line."
input := TextModelMorph withText: " " ::
  hideScrollBarsIndefinitely;
  morphExtent: 200 @ 0;
  wrapFlag: false.

greetingLabel := LabelMorph contents: " " ::
  color: Color red;
  font: FontFamily defaultFamilyAndPointSize bold.
"Create a button that when clicked executes
the associated block of code"
button := PluggableButtonMorph
  model: [greetingLabel contents: 'Hello, ', input text, '!']
  action: #value.
button label: 'Greet'.

row := LayoutMorph newRow
  gap: 10;
  addMorph: (LabelMorph contents: 'Name:');
  addMorph: input;
  addMorph: button.

view
  padding: 20;
  addMorph: row;
  addMorph: greetingLabel;
  openInWorld

```

Example 1.2: My first layout

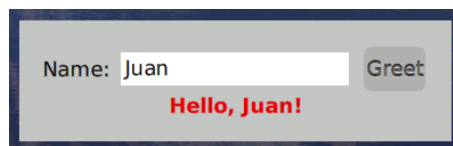


Figure 1.1: My first interface

This morph, which is similar to a "Hello World" panel, should be inserted into a window with a proper title and icon. To remove this panel, you need to again request its halo, which is not very practical. Let's change the simple app we've built so it can be contained

within a window. In the previous code, edit the end of the script to insert our view into a `SystemWindow` instance.

Again, select the entire script and invoke it.

```
[...]  
view  
  padding: 20;  
  addMorph: row;  
  addMorph: greetingLabel.
```

```
SystemWindow new ::  
  setLabel: 'Hello World!';  
  addMorph: view;  
  openInWorld;  
  morphExtent: 300@100
```

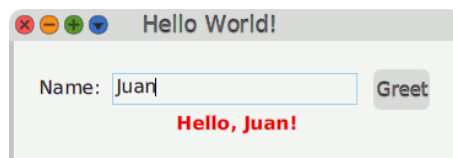


Figure 1.2: My first window

## 2 Layout Components

How to arrange components together is a cornerstone of GUI design. A text entry may come with a text label to indicate the expected input. These are two widgets – one passive text label and one active text input entry – and the GUI designer needs to decide how to arrange them. In a column? In a row? Centered? This chapter covers this topic.

Instances of the class **LayoutMorph** actively manage the position and size of morphs that are added to them, referred to as submorphs.

### 2.1 To Row or Not to Row

**LayoutMorph** instances arrange submorphs in a row or column and are created with **LayoutMorph newRow** or **LayoutMorph newColumn**. An instance cannot be created with **LayoutMorph new** because a direction must first be chosen.

The submorphs must be instance subclasses of **PlacedMorph**. The **LayoutMorph** is such a class, so they can be nested, which allows for practically any layout.

Let's lay out three instances of **ColoredBoxMorph**. Using this kind of morph for our examples allows us to clearly see their bounds:

```
box1 := ColoredBoxMorph new color: Color red; morphExtent: 50 @ 50.
box2 := ColoredBoxMorph new color: Color green; morphExtent: 75 @ 75.
box3 := ColoredBoxMorph new color: Color blue; morphExtent: 100 @ 100.
layout := LayoutMorph newRow
  addMorph: box1;
  addMorph: box2;
  addMorph: box3;
  openInWorld
```

Example 2.1: Layout base example



Figure 2.1: Basic use of **LayoutMorph**

By default, there is no space between the edges of the **LayoutMorph** and its submorphs, and there is no space between the submorphs.

To add 10 pixels of space between the edges of the **LayoutMorph** and its submorphs, send **layout padding: 10**. If the argument is a **Point**, its x value is used for left and right padding, and its y value is used for top and bottom padding.



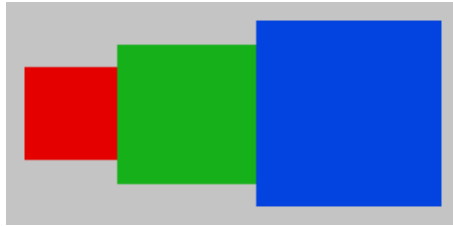


Figure 2.2: Adding padding

To add 10 pixels of space between the submorphs, send `layout gap: 10`.



Figure 2.3: Adding gap

To add both padding and gap in a single message, do `layout separation: 10`.

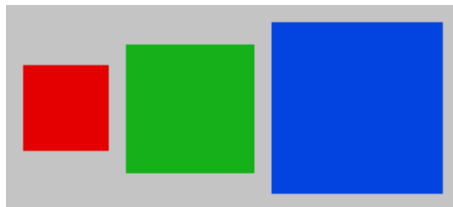


Figure 2.4: Separation of 10 is both gap and padding of 10

## 2.2 Alignment

For a row `LayoutMorph`, the major axis is x, and the minor axis is y. For a column `LayoutMorph`, the major axis is y, and the minor axis is x.

If a `LayoutMorph` is given a width or height that is larger than needed to fit the submorphs, we can specify how the submorphs should be aligned. By default, the submorphs will be aligned at the beginning of its major axis and centered on its minor axis.

You can lengthen the layout by increasing its `morphExtent`: `layout morphExtent: (layout morphExtent + (80 @ 0))`. Another way of doing this is to get the `LayoutMorph`'s halo and drag its yellow Change size button at the lower right.

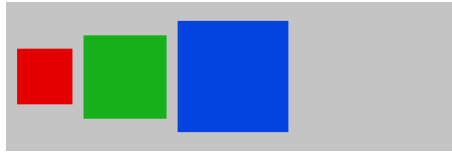


Figure 2.5: Default alignment

To change the major axis alignment, **send to the layout morph** the message `#axisEdgeWeight:` with a floating-point argument between 0 and 1. The argument should be 0 for left-align, 0.5 for center, or 1 for right-align. The following symbols can also be used for the argument:

- **For rows.** `#rowLeft`, `#center`, or `#rowRight`,
- **For columns.** `#columnTop`, `#center`, or `#columnBottom`.

layout axisEdgeWeight: `#center`.

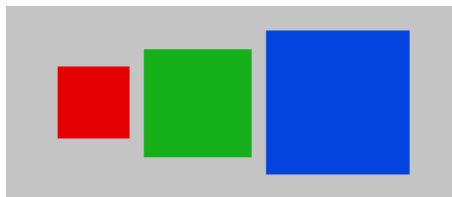


Figure 2.6: Center alignment

To change the minor axis alignment, send to each submorph the message `#offAxisEdgeWeight:` with a floating-point argument. It takes the same argument values as the `#axisEdgeWeight:` message. Again, this message must be sent to each submorph, not to the `LayoutMorph`:

```
layout submorphsDo: [:submorph |
  submorph layoutSpec offAxisEdgeWeight: 0]
```

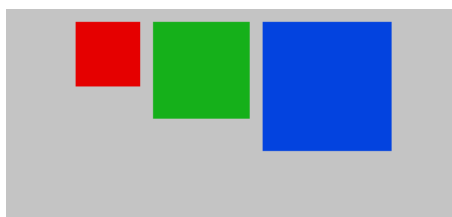


Figure 2.7: Top alignment

Alternatively to numeric value arguments, symbols can be used:

- **For rows.** `#rowTop`, `#center`, `#rowBottom`,
- **For columns.** `#columnLeft`, `#center`, `#columnRight`.

Browse the method `offAxisEdgeWeight`: to discover more symbols.



Edit the example Example 2.1 so that `box1` sits at the top of its owner, `box2` in the middle, and `box3` at the bottom.

Exercise 2.1: Top to down

## 2.3 Proportion

In all the examples so far, the submorphs have a fixed size. They can also be given proportional sizes so their actual size will be based on a percentage of the available space. The available space is the space after removing the padding, the gaps between submorphs, and the sizes of submorphs that have a fixed size.

Each submorph can be given a different proportional size value. The proportion of available space given to each is based on its value as a percentage of the total. For example, suppose a row `LayoutMorph` contains three submorphs that use a proportional width, and they are assigned the values 2, 3, and 5. The total is 10, so the first will take 2/10 (20%), the second will take 3/10 (30%), and the third will take 5/10 (50%) of the available space.

Let's modify the previous example to make the second submorph take all the available space.

Each morph can have a `LayoutSpec` that specifies how it should be laid out within its owner; this is ignored if the owner is not an instance of `LayoutMorph`. `LayoutSpec` is abstract with two subclasses:

- `LayoutSizeSpec` - for rows/columns. It manages dimensions using `fixedWidth`, `fixedHeight`, `proportionalWidth` and `proportionalHeight` and alignment using `offAxisEdgeWeight`.
- `LayoutEdgesSpec` - for form layouts. It defines corner anchors using `topLeftEdgesWeight`, `bottomRightEdgesWeight`, `topLeftOffset` and `bottomRightOffset`.

Instances of `LayoutSpec` have `morph` as an instance variable. There are methods to set each of these instance variables.

`box2 layoutSpec proportionalWidth: 1`

Figure 2.8: Using `proportionalWidth`

We could have added `box2` to `layout` using the message `#add:proportionWidth:` which adds a submorph and sets the `proportionalWidth` property of its `LayoutSizeSpec`. However, an issue with this approach is that it creates a new instance of `LayoutSizeSpec` and sets both `proportionalWidth` and `proportionalHeight` to 1. To modify only one of those properties, it is best to set it directly on the `LayoutSizeSpec` instance of the morph.

Let's modify our example Example 2.1 so the boxes are spread across the width of the `LayoutMorph` instance with even spacing between them.

```
box1 := ColoredBoxMorph new color: Color red; morphExtent: 50 @ 75.
box2 := ColoredBoxMorph new color: Color green; morphExtent: 75 @ 50.
box3 := ColoredBoxMorph new color: Color blue; morphExtent: 100 @ 100.
spacer1 := ColoredBoxMorph new color: Color transparent.
spacer1 layoutSpec proportionalWidth: 1.
spacer2 := ColoredBoxMorph new color: Color transparent.
spacer2 layoutSpec proportionalWidth: 1.
layout := LayoutMorph newRow
  morphExtent: 350 @ 150;
  separation: 10;
  addMorph: box1;
  addMorph: spacer1;
  addMorph: box2;
  addMorph: spacer2;
  addMorph: box3.
layout openInWorld.
```

Example 2.2: Layout with spacer

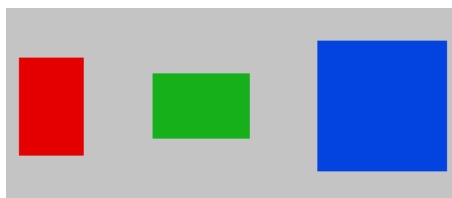


Figure 2.9: Evenly spaced

`spacer1` and `spacer2` each use 1 unit of the free space left by the other morphs in the owner. The total free space is 2 (1+1), therefore each spacer will occupy 1/2 of the free space.



Edit the example Example 2.2 so that the first spacer uses one quarter of the free space and the second one three quarters.

### Exercise 2.2: Spacers in quarters

## 2.4 Nest of Layouts

To wrap up our discussion on using the `LayoutMorph` class, let's look at an example that nests layouts:

```
column1 := LayoutMorph newColumn
  addMorph: (LabelMorph contents: 'Apple');
  addMorph: (LabelMorph contents: 'Banana');
  addMorph: (LabelMorph contents: 'Cherry').
column1 layoutSpec proportionalHeight: 0. "defaults to 1"

column2 := LayoutMorph newColumn
  addMorph: (LabelMorph contents: 'Spring');
  addMorph: (LabelMorph contents: 'Winter');
  addMorph: (LabelMorph contents: 'Summer');
  addMorph: (LabelMorph contents: 'Fall').
column2 layoutSpec proportionalHeight: 0. "defaults to 1"

row := LayoutMorph newRow
  separation: 20;
  addMorph: column1;
  addMorph: (LabelMorph contents: 'What are your favorites?');
  addMorph: column2.

row openInWorld.
```

### Example 2.3: Nesting layouts

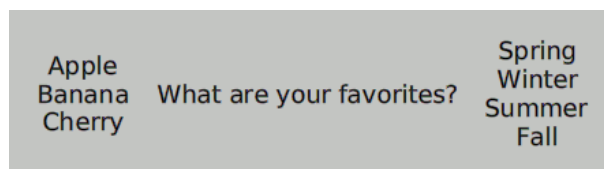


Figure 2.10: Nested LayoutMorphs

We can add a colored border to any morph that is an instance of a subclass of `Bordered-BoxMorph`. This is useful for debugging. Let's add borders to some of the morphs in the previous example Example 2.3:

```
column1 := LayoutMorph newColumn
  addMorph: (LabelMorph contents: 'Apple');
  addMorph: (LabelMorph contents: 'Banana');
  addMorph: (LabelMorph contents: 'Cherry');
  borderColor: Color red; borderWidth: 2.
column1 layoutSpec proportionalHeight: 0.

column2 := LayoutMorph newColumn
  addMorph: (LabelMorph contents: 'Spring');
  addMorph: (LabelMorph contents: 'Winter');
  addMorph: (LabelMorph contents: 'Summer');
  addMorph: (LabelMorph contents: 'Fall');
  borderColor: Color blue; borderWidth: 2.
column2 layoutSpec proportionalHeight: 0.

center := LabelMorph contents: 'What are your favorites?' ::
  borderColor: Color green; borderWidth: 2.

row := LayoutMorph newRow
  separation: 20;
  addMorph: column1;
  addMorph: center;
  addMorph: column2.

row openInWorld.
```

Example 2.4: Revealed nested layouts

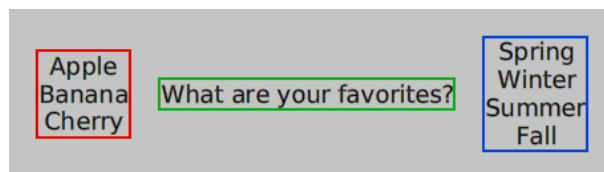


Figure 2.11: Morph borders

## 3 What is a Morph after all?

The Cuis Morph framework is fundamental to Cuis-Smalltalk. Every single visual piece the user sees and interacts with in the Cuis window is a morph. A morph offers both visual representation and interactivity via keyboard and mouse inputs.

### 3.1 A World of Morphs

A bit of introspection reveals how many Morph instances are in use in the running Cuis-Smalltalk system.

```
PluggableButtonMorph allInstances size
⇒ 2881
```

Example 3.1: How many buttons?

The previous example asked for one specific type of morph. What about asking for all types of morphs?

```
Morph allSubclasses inject: 0 into: [:count :aClass |
  count + aClass allInstances size]
⇒ 1558
```

Example 3.2: How many morphs are operating on the system?

This number, likely different on your own Cuis-Smalltalk system, represents all the objects necessary to operate the system visually. This count changes all the time; new morphs are created, and those no longer necessary are garbage collected regularly. You can play a bit with the system and evaluate this count again.

#### 3.1.1 Tree of Morphs

Any morph can contain other morphs. We already know a `LayoutMorph` contains several morphs and manages the way they are laid out; this is reflected in the `submorphs` attribute of each morph. When this collection is empty, it means there are no submorphs. On the other hand, any morph being displayed knows about its owner: the `owner` attribute of each morph refers to the morph owning it. And as you might expect, the owner morph's `submorphs` attribute contains the owned morph as well.

Then what happens when the `owner` attribute is `nil`? The morph is simply not visible! This double link between owner and owned is very convenient and necessary for the morph framework in various situations.

For example, while an owned morph may have its own local coordinate system for its drawing operations, it can refer to its owner to determine its global coordinates, from the point of view of the owner or even from the World perspective – *simplified for readability*.

---

<sup>1</sup> As a reminder, you *execute-and-print* to get the result printed; otherwise, it is only executed. Use short-cut `Ctrl-p` (PrintIt) instead of `Ctrl-d` (DoIt).

**Morph>>externalizeToWorld: aPoint**

```
"aPoint is in own coordinates. Answer is in world coordinates."
| inOwners |
inOwners := self externalize: aPoint.
↑ owner externalizeToWorld: inOwners
```

Access to the owner is also useful for mundane aspects like style. A morph asks its owner's color to draw itself accordingly:

**MenuLineMorph>>drawOn: aCanvas**

```
| baseColor |
baseColor := owner color.
aCanvas
  fillRectangle: ('0@0' corner: extent x @ (extent y / 2))
  color: baseColor twiceDarker.
...
```

On the other hand, the owner, depending on its nature, can decide how to manage its submorphs, like a `LayoutMorph` does by first requesting which submorphs to lay out:

**LayoutMorph>>submorphsToLayout**

```
"Select those that will be laid out."
↑ submorphs select: [ :m | m visible ]
```

### 3.1.2 Halo of Icons

Because everything is an object in Cuis-Smalltalk, every visual part of the system is represented by an object the user can interact with and inspect. The Halo system, which is itself composed of objects, is a special visual tool to learn more about specific `Morph` instances. It is invoked on any `Morph` instance by a middle button click; a halo of colored icons then shows up, surrounding the most general selected morph.

Subsequent clicks access more interior submorphs under the mouse pointer, and the halo is then updated accordingly. When pressing the *Shift* key, the direction of morph selection is changed: the owner of the selected morph is then selected instead.

Each icon gives access to specific actions to operate on the morph.



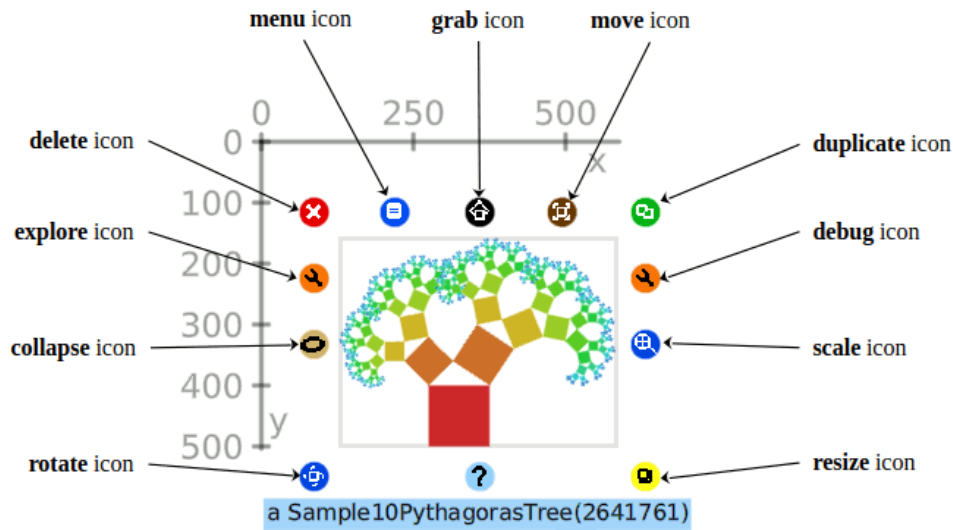


Figure 3.1: Halo and descriptions on each icon functions

Some actions need clarification:

- **grab.** It grabs the morph from its owner and can be dropped in the World or any other morph that accepts dropped morphs.
- **move.** It moves the morph within its owner. Try to see the differences between grab and move with a menu entry in the World menu.
- **resize.** On a text morph, it changes the area of the morph; on more graphics-oriented morphs like the Clock example in Cuis-Smalltalk, it scales the morph.
- **explore.** It opens directly the explorer tool discussed earlier.

We previously noted the submorph and owner relationship among morphs. In a halo, the orange wrench icon at the right gives access to a set of actions to explore these relations; try it!

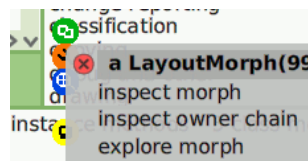


Figure 3.2: Actions to explore sub-morph and owner relations

### 3.1.3 The Special World Morph

In Cuis-Smalltalk, there is a special morph, a `WorldMorph` instance, representing the top morph of Cuis-Smalltalk:

```
WorldMorph allInstances
⇒ { [world]}
```

Example 3.3: There is only one World!

Guess what? It is the only morph without an owner and still visible. Take any morph in the world, invoke its halo, then from the wrench icon, select the menu entry **explore morph** and browse the chain of owners until you reach the World; you'll discover it does not have an owner:

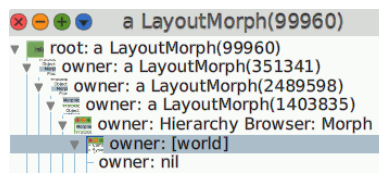


Figure 3.3: The chain of owners of a morph

Execute the following code to experiment on a morph from its inspector:

```
Morph new ::
  inspect;
  openInWorld
```

Example 3.4: Create a morph, inspect it and open it in the World

A blue rectangular morph shows up at the top left corner of the Cuis-Smalltalk window. Sometimes, the morph we are playing with is out of sight, or we are not sure where it is; a convenient way to find it is to ask it to flash itself. In the inspector, execute the code `self flash`.

Any morph knows about its World; in the inspector, execute: `self runningWorld`. As a World is a kind of Morph, we can flash it too: `self runningWorld flash`.

## 3.2 Morph Hierarchy

The **Morph** class is the root class for all kinds of **Morph**. Subclasses specialize on specific facets or add features. Let's learn a bit more about the **Morph** class itself and then explore its most fundamental subclasses.

In a stock Cuis-Smalltalk system, browse the **Morph** class; it is in the **Morphic>Kernel** class category. Here are the most fundamental types of Morphs:

- Morph
  - PlacedMorph
    - BoxMorph
      - ColoredBoxMorph
        - BorderedBoxMorph
        - PasteUpMorph

- WorldMorph
- HandMorph

Observe how `Morph` has only `PlacedMorph` as its subclass; this is odd and requires some scrutiny by looking at the differences between these two classes. Indeed, if `Morph` has only one subclass, the two classes should be merged.

Let's examine the attributes of the `Morph` class:

```
Object subclass: #Morph
  instanceVariableNames: 'owner submorphs properties id privateDisplayBounds'
  classVariableNames: 'LastMorphId'
  poolDictionaries: ''
  category: 'Morphic-Kernel'
```

There are the expected `owner` and `submorphs` attributes; the `properties` attribute is set, when needed, as a dictionary to dynamically add attributes or behaviors – with appropriate blocks of code – to any `Morph` instance. There are companion methods to set or retrieve a property.

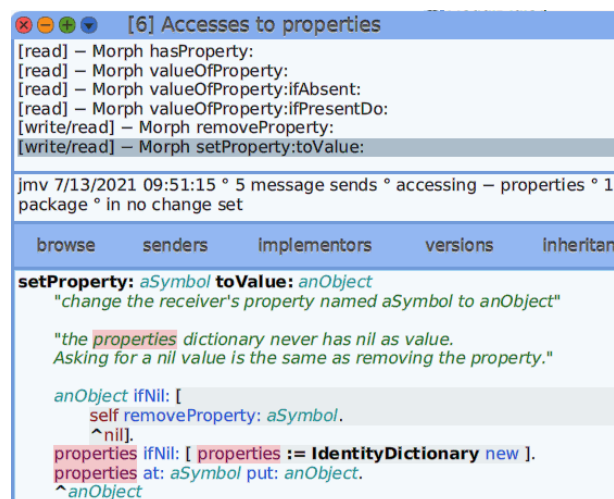


Figure 3.4: Morph's methods to manipulate properties

This `properties` attribute is used extensively. For example, observe its use case to set and get a specific name for a `Morph` instance:

```
name: anObject
  "Set the morphName property"
  self setProperty: #morphName toValue: 'Glouby'
```

**name**

"Answer the value of morphName"

↑ self valueOfProperty: #morphName

Create a new morph as seen in Example 3.4, then in the inspector, execute `self name: 'Glouby'`. Observe how `properties` was amended with the dictionary entry `#morphName->'Glouby'`; when invoking the morph's halo, its new name is also printed.

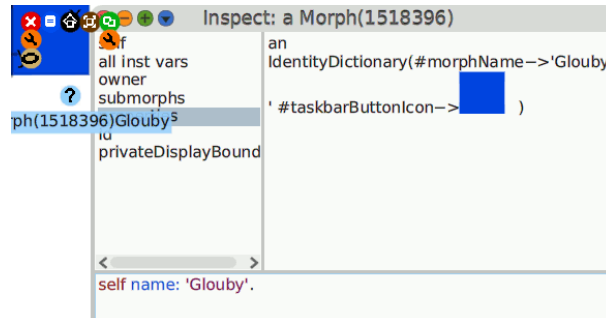


Figure 3.5: A morph's properties

Back to the `Morph` definition, you can observe there is no attribute to describe the shape of a morph!<sup>2</sup> Indeed, a morph has no pre-established shape; its shape is described dynamically through its `drawOn:` method:

**drawOn: aCanvas**

drawOn: aCanvas

aCanvas

fillRectangle: '-75 @ -70 corner: 75 @ 70'

color: 'Color blue'

A `Morph` instance's drawing instructions are relative to its owner's coordinate system. If you observe this blue rectangular morph we created, it is located at the top left corner of the World, where the (0,0) coordinates are; in fact, a large part of this morph is not visible, three-quarters of its area is outside of the screen.

If you observe the halo as seen in Figure 3.5, there are no **scale**, **resize**, and **rotate** icons! Indeed, a `Morph` instance cannot be resized or rotated. Moreover, when you try to move the morph through its **move** icon, you can't; it sticks to its position, hard-coded in its `drawOn:` method. It is about time to introduce the `PlacedMorph` class, which offers these features.

### 3.2.1 Morph You Can Move

*...but not only.*

These abilities of `PlacedMorph` – to scale, resize, rotate, and be moved – are some of the differences compared to `Morph`. It is about time to examine its definition:

<sup>2</sup> The other attributes are used for internal management of the morphs and you don't need to care about them.

```

Morph subclass: #PlacedMorph
  instanceVariableNames: 'location layoutSpec'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Morphic-Kernel'

```

We have two more instance variables:

- This `layoutSpec` attribute is obviously related to the optional layout specification used when a `PlacedMorph` instance is placed in a layout morph; this also tells us a `Morph` instance cannot be placed in a layout.
- This `location` attribute holds the information for position, scale, and rotation; it is an affine transformation coded as a matrix<sup>3</sup>. These transformations are applied – in one matrix transformation – relatively to its owner.

It's time to experiment! Execute this simple code:

```

Sample10PythagorasTree new ::
  openInWorld ;
  inspect

```

Example 3.5: Inspect a star

to explore with the inspector. Then invoke its halo to move, resize, and rotate to observe how its `location` attribute is updated:

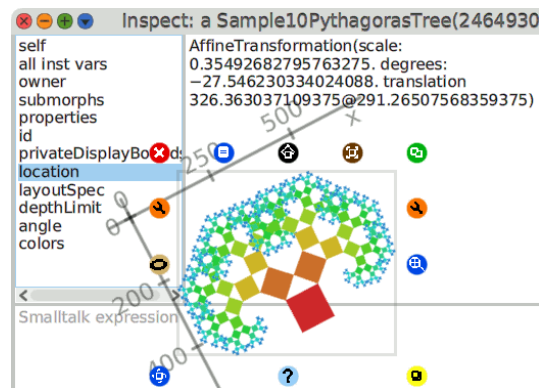


Figure 3.6: location update according to scale, position and rotation

In one attribute, we have the information on position, size, and rotation. Moreover, when sending messages to a morph like `#morphPosition`, `#morphPosition:`, `#scale:`, `#rotation:`, etc., Cuis-Smalltalk is just querying or adjusting the `location` matrix parameters. Therefore, you, as the user of a `PlacedMorph` instance, only use these messages without needing to worry about the underlying matrix representation.

<sup>3</sup> [https://en.wikipedia.org/wiki/Affine\\_transformation#Augmented\\_matrix](https://en.wikipedia.org/wiki/Affine_transformation#Augmented_matrix)

One final experiment to foster an understanding of Morph: Cuis-Smalltalk knows about morph detection. In our previous morph's inspector, execute and print `self coversPixel: 0@0`; the answer is likely false if the morph is not positioned to cover the World origin. Now inspect its `properties`; there is a `bitMask` entry referring to a 1-bit depth `Form`. This is how Cuis-Smalltalk does pixel detection. In this `Form`, a kind of picture, each bit represents the pixel obstruction of the morph: 0 means nothing painted, 1 means the morph paints the pixel with an arbitrary color that we don't need to know about here.

This property is automatically garbage collected when it's no longer needed or is irrelevant.

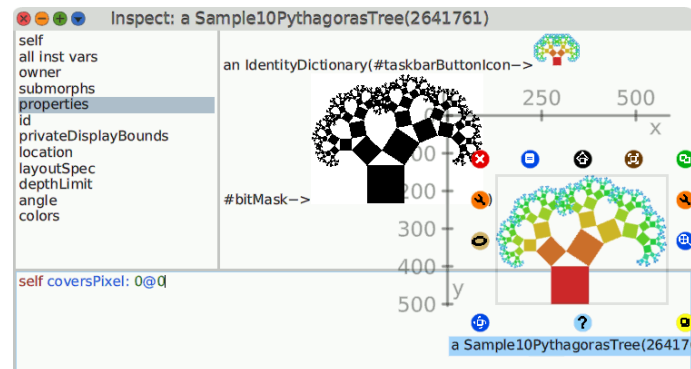


Figure 3.7: Pixel detection illustrated

The reader may wonder if there is any use case for the `Morph` class when its instances cannot be grabbed and moved around. Why not just use `PlacedMorph`? In DrGeo software<sup>4</sup>, such morphs are used to represent geometric objects drawn in the coordinate system of the owner morph; their positions and aspects are completely dependent on the underlying mathematical models.

### 3.2.2 Rectangular Morph

The remaining classes of the kernel morph hierarchy add geometry and visual properties. `BoxMorph` is the most important one; it is bounded by a rectangular extent. It is the root of most sub-morphs used to construct GUI (Graphic User Interface). Indeed, its elements are most often bounded by a rectangular shape. It allows for significant optimization in the rendering of the whole Cuis-Smalltalk GUI.

```
PlacedMorph subclass: #BoxMorph
  instanceVariableNames: 'extent'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Morphic-Kernel'
```

This additional `extent` attribute defines its width (x-axis) and height (y-axis) in the morph's local coordinates.

There are companion methods to play with:

<sup>4</sup> <http://gnu.org/s/dr-geo>

```
BoxMorph new ::
  openInWorld;
  morphWidth: 1000;
  morphHeight: 10
```

Example 3.6: Adjust width and height

Or more directly:

```
BoxMorph new ::
  openInWorld;
  morphExtent: 1000@10
```

Example 3.7: Adjust extent!

As this is a kind of `PlacedMorph`, we ask directly about its bounds – position and extent – by executing and printing the result:

```
BoxMorph new ::
  openInWorld;
  localBounds
⇒ 0@0 corner: 50@40.
```

Example 3.8: Is my place occupying a lot of space?

The returned object is a `Rectangle` instance. As with `Point` instances, this is a fundamental architectural class when dealing with GUI.

Observe that you get the same local bounds even when positioning the morph:

```
BoxMorph new ::
  openInWorld;
  morphPosition: 200@200;
  localBounds
⇒ 0@0 corner: 50@40.
```

Example 3.9: My bounds do not depend on my position

This is because we are asking in the morph’s local coordinate system. What the reader may want is to ask in the owner’s coordinate system, here the Cuis-Smalltalk World:

```
BoxMorph new ::
  openInWorld;
  fullBoundsInOwner
⇒ 493@594 corner: 543@634
```

Example 3.10: Morph positioned at pointer position

```
BoxMorph new ::
  openInWorld;
  morphPosition: 200@200;
  fullBoundsInOwner
⇒ 200@200 corner: 250@240.
```

Example 3.11: Morph positioned according to programming instruction

There are several methods dealing specifically with **BoxMorph**; take a look at them and play a bit to foster your understanding. One last bit about this class: earlier at Figure 3.7, we discussed pixel detection with a complicated morph containing holes. In this situation, the detection is done with an expensive computed mask. **BoxMorph** optimizes this thanks to its rectangular shape:

**coversPixel: worldPoint**

"Answer true as long as worldPoint is inside our shape even if:

- a submorph (above us) also covers it
- a sibling that is above us or one of their submorphs also covers it.

This implementation is cheap, we are a rectangular shape."

↑ self coversLocalPoint: (self internalizeFromWorld: worldPoint)

By browsing the implementors of this method, we can read how different it is for a non-rectangular morph.

The other morph classes in the kernel category, **ColoredBoxMorph** and **BorderBoxMorph**, add cosmetic features like color, border width and border color, and padding to create space between the border and inner content. It doesn't require much explanation. **PasteUpMorph** and **WorldMorph** are rarely used directly.

This brief dive into the Morph framework is now over; we hope it provided enough background to foster your understanding when building GUI. In another booklet, we will discuss the Morph framework in more detail.



## 4 Handle User Interaction

This chapter covers the use of widgets in the base Cuis-Smalltalk image. We hope the examples presented in this chapter provide enough knowledge to further explore the Cuis-Smalltalk widgets and tools present in the base image. We discuss core functionalities such as associating a widget with a model, handling user interactions, and updating a widget from a model. We conclude the chapter with the fully functional Appendix F [Memory Game v1], page 90.

### 4.1 Button

Perhaps the simplest user interaction to implement is responding to button clicks. The `PluggableButtonMorph` supports this.

Several of the `Morph` subclasses are "pluggable". This means they can be configured through composition rather than inheritance. Configuration is achieved by specifying a model object and a selector for messages to be sent to the model object when an interaction occurs.

Instances of the `PluggableButtonMorph` class can be created with the `#model:action:label:` class method. The `model:` keyword specifies a model object, the `action:` keyword specifies a selector for the model object, and the `label:` keyword specifies the text that appears in the button.

Let's demonstrate using a `PluggableButtonMorph` by defining a class that opens a window containing a single button. Initially the window background color is white. Clicking the button toggles the color between red and blue.

Create the following class:

```
Object subclass: #ButtonDemo
  instanceVariableNames: 'layout'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Demo'
```

Define the following instance methods:

**initialize**

```

| button extent window |
button := PluggableButtonMorph
    model: self
    action: #toggleColor
    label: 'Toggle'.
button setBalloonText: 'toggle background color'.
window := SystemWindow new.
window setLabel: 'Button Demo'; addMorph: button.

extent := button morphExtent.
"Add some space to the left and right of the button label."
button morphExtent: (extent x + 15) @ extent y.

"Set window size to the smallest height that contains its submorphs."
layout := window layoutMorph.
layout padding: 10.
window
    morphExtent: 300 @ layout minimumExtent y;
    openInWorld.

```

**toggleColor**

```

layout color: (
    layout color = Color red
    ifTrue: [ Color blue ]
    ifFalse: [ Color red ] )

```

Open a Workspace and evaluate `ButtonDemo new`. Hover over the "Toggle" button for a second to see its tooltip (a.k.a balloon text). Click the "Toggle" button several times and note how the window background color changes.

## 4.2 Menu

Cuis-Smalltalk offers several easy-to-use options for menus to inform or to ask the user to make a choice.

### 4.2.1 Pop Up

The class `PopUpMenu` provides an easy way to render a dialog that displays information, asks the user for confirmation, or asks the user to select an option. It is similar to the JavaScript DOM functions `alert` and `confirm`.

For example:

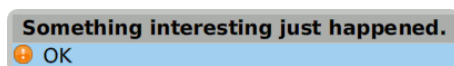


Figure 4.1: A pop up menu to inform

PopupMenu inform: 'Something interesting just happened.'

Example 4.1: Simple pop up menu

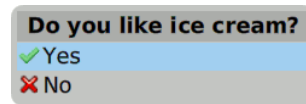


Figure 4.2: A pop up menu to answer Yes or No

```
likesIceCream := PopUpMenu confirm: 'Do you like ice cream?'.
likesIceCream print. "prints true or false"
```

Example 4.2: Yes or No pop up menu

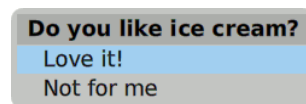


Figure 4.3: A pop up menu to select among two choices

```
likesIceCream := PopUpMenu
confirm: 'Do you like ice cream?'
trueChoice: 'Love it!'
falseChoice: 'Not for me'.
likesIceCream print. "prints true or false"
```

Example 4.3: Two choices pop up menu

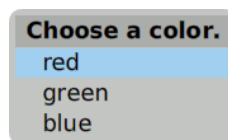


Figure 4.4: A pop up menu to select among several choices

```
color := PopUpMenu withCaption: 'Choose a color.' chooseFrom: #('red' 'green' 'blue').
color print. "prints choice index 1, 2, or 3"
```

Example 4.4: Many choices pop up menu

### 4.2.2 Selection menu

The `SelectionMenu` class is a subclass of `PopupMenu`; it gives a bit more flexibility to the developer. Indeed, once the user selects a menu entry, instead of returning this index entry as `PopUp Menu` does, it returns an associated object to this entry. It is therefore more flexible.

For example:

```
labels := #('Red sky at sunset' 'A Clockwork Orange'
           'Yellow submarine' 'Green peace' 'The Blue dot' 'Purple rain').
lines := #(3 6). "draw lines after these indexes"
menu := SelectionMenu labels: labels lines: lines.
selection := menu startUpMenu.
selection print. "prints the selected menu entry index"
```

Example 4.5: Selection menu, index answer

Still returns the index of the selected menu entry, which may not be very helpful.

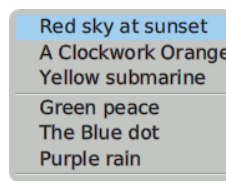


Figure 4.5: A selection menu without title

What we want is a color object instead of an index. To do so, we tell `SelectionMenu` about a collection of colors from which to obtain the returned value depending on the user-selected menu entry.

```
...
colors := {Color red . Color orange. Color yellow . Color green . Color blue . Color purple}.
menu := SelectionMenu labels: labels lines: lines selections: colors.
selection := menu startUpMenu.
selection print. "prints the selected color"
```

Example 4.6: Selection menu, value answer

In the following example, we demonstrate a use case of `SelectionMenu` in a `MenuDemo` class.

```
Object subclass: #MenuDemo
  instanceVariableNames: 'colorButton statusLabel window'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Demos'
```

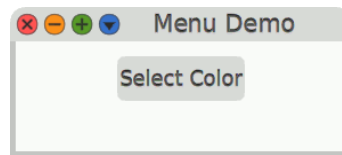


Figure 4.6: A button to invoke a selection menu

We put in place all the widgetery involved.

### **initialize**

```
colorButton := PluggableButtonMorph
  model: self
  action: #openMenu
  label: 'Select Color'.
statusLabel := LabelMorph contents: ".

window := SystemWindow new.
window layoutMorph separation: 10.
window
  setLabel: 'Menu Demo';
  addMorph: colorButton;
  addMorph: statusLabel;
  openInWorld;
  morphExtent: (300 @ window layoutMorph minimumExtent y)
```

Once the button is clicked, we request at runtime the menu with the appropriate selection of colors from which to pick an answer.

### **colorMenu**

```
↑ SelectionMenu
  labels: #('Red sky at sunset' 'A Clockwork Orange' 'Yellow submarine' 'Green peace'
    'The Blue dot' 'Purple rain')
  selections: {Color red . Color orange. Color yellow . Color green . Color blue . Color purple}
```

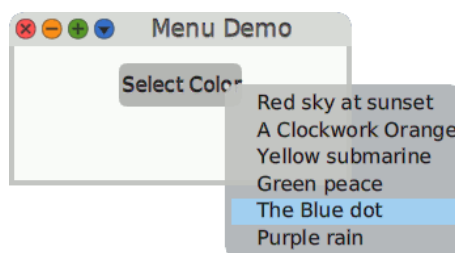


Figure 4.7: A selection menu open

Then we adjust the window color and button label accordingly:

#### **openMenu**

```
| selectedColor |
(selectedColor := self colorMenu startUpMenu) ifNotNil: [
    colorButton label: selectedColor name.
    statusLabel contents: ('You selected {1}.' format: { selectedColor name }).
    window layoutMorph color: (selectedColor alpha: 0.6) ]
```

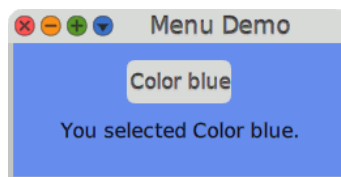


Figure 4.8: Result of the user selection in the menu

To run this, evaluate `MenuDemo new` in a Workspace.

### 4.2.3 String Request

The class `StringRequestMorph` prompts the user to enter a text response. It can verify the response using a provided block that returns a Boolean value indicating whether the response is valid. It can also evaluate a block if the user clicks the cancel button.

For example:

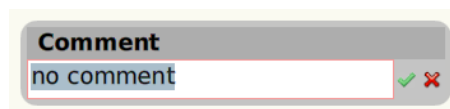


Figure 4.9: A `StringRequestMorph` open

```
StringRequestMorph
    request: 'Comment'
    initialAnswer: 'no comment'
    verifying: [ :answer | answer isEmpty not ]
    do: [ :answer | answer print ]
    orCancel: [ 'canceled' print ].
```

Example 4.7: Request a string from the user

## 4.3 Text Entry

The `TextModelMorph` class can be used for single or multiple line text input. It is a very important and complex class with a lot of features:

- **Input field.** Single line or multiple lines.

- **Code editing.** Syntax formatting and coloring, code completion.
- **Style.** Text colors and attributes as bold, italic, underlined, etc.
- **Font.** True type font selection with various sizes.
- **Paragraph.** Text alignment.

The following code creates an instance of `TextModelMorph`, changes its value, and prints its value:

```
textEntry := TextModelMorph withText: 'initial content'.
textEntry openInWorld.
textEntry editor actualContents: 'new content'.
textEntry text print
```

Example 4.8: Simple text entry

Typically, you will want to modify many aspects of this morph such as its size and whether words automatically wrap to new lines. By default, words that would extend past the right side wrap to the next line. To prevent wrapping:

```
textEntry wrapFlag: false
```

The value associated with a `TextModelMorph` is either held in a `TextModel` object or a `Text` object.

There are three common ways to create an instance of `TextModelMorph`. The choice is based on how the initial value is supplied and where the current value is held.

1. `TextModelMorph withText: aTextOrString`

This creates a `TextModel` object that is initialized with the given value, passes it to the next method, and returns what that returns.

2. `TextModelMorph withModel: aTextModel`

The approach allows the same `TextModel` to be used by multiple other morphs. It creates an instance, sets its model to a `TextModel`, and returns the instance.

With this approach, when a `TextModel` sees its contents changed, it informs its view about the change:

```
actualContents: aTextOrString
self basicActualContents: aTextOrString.
self changed: #actualContents
```

And a `TextModelMorph` listens to such changes to update itself:

```
update: aSymbol
super update: aSymbol.
aSymbol ifNil: [ ↑self ].
...
aSymbol == #actualContents ifTrue: [ ↑self updateActualContents ].
...
```

3. `TextModelMorph` `textProvider: aTextProvider` `textGetter: getTextSel` `textSetter: setTextSel`

This approach allows the value to be maintained in any object, `aTextProvider`, that responds to the given selectors to provide the text with its *getter* and to update its text attribute from the text entry with its *setter*.

Underneath, it wraps the text provider in a `PluggableTextModel`, which is then the model of the text entry<sup>1</sup>.

When a change is notified by the text provider

#### **TextProvider >> aMethodDoingSomething**

```
...
self changed: #getterSymbol.
...
```

The pluggable model receives an update which in turn notifies of the change:

#### **PluggableTextModel >> update: aSymbol**

```
...
aSymbol == textGetter ifTrue: [ ↑self changed: #acceptedContents ].
aSymbol == selectionGetter ifTrue: [ ↑self changed: #initialSelection ].
self changed: aSymbol
```

Propagated to the text entry to update itself (method partial shown above):

#### **update: aSymbol**

```
...
aSymbol == #acceptedContents ifTrue: [ ↑self updateAcceptedContents ].
...
```

Beware, the behavior of `updateAcceptedContents` may be altered by the status of `hasUnacceptedEdits` attributes. When true, it may prevent the update of the text entry from other mean when the user has previously key-in text. In case of doubt, try to set this attribute to false: `textEntry hasUnacceptedEdits: false`.

To display prompting text inside a `TextModelMorph` until the user begins typing a value, send it the message `#emptyTextDisplayMessage:` with a string argument.

The default background color of a `TextModelMorph` is white. A `TextModelMorph` only displays a border when it has focus. One way to make its bounds apparent when it doesn't have focus is to set the background color of the parent component.

```
textEntry owner color: (Color blue alpha: 0.1)
```

Another way is to set the background color of the `TextModelMorph`.

```
textEntry color: (Color blue alpha: 0.1)
```

---

<sup>1</sup> For real, the `TextModelMorph` instance, but the term text entry will be preferably used to avoid confusion.



By default, when there are more lines than fit in the height, a vertical scroll bar appears. When wrapping is turned off, if the text does not fit in the width, then a horizontal scroll bar appears.

To prevent scroll bars from appearing, send the following message to an instance `#hideScrollBarsIndefinitely`.

The default size of a `TextModelMorph` is 200 by 100. This is set in the `initialize` method of `PluggableMorph`, which is the superclass of `PluggableScrollPane`, which is the superclass of `TextModelMorph`. Depending on the font, the default size displays around four lines of wrapping text with around 17 characters per line.

To change the size:

```
textEntry morphExtent: width @ height
```

The size should include space for scroll bars if they may be needed.

Setting the height to zero causes it to actually be set to the height required for a single line in the current font.

By default, pressing the tab key does not move focus from one `TextModelMorph` instance to another. To enable this, do the following for each instance:

```
textEntry tabToFocus: true
```

When the user changes the text in a `TextModelMorph`, the object that holds its value is not automatically updated. To manually request the update:

```
textEntry scroller acceptContents
```

There are multiple ways to configure user actions to trigger an update in the model, a text provider or a text model as described previously. The easiest are:

```
textEntry acceptOnAny: true. "updates after every keystroke"
textEntry acceptOnCR: true. "updates after return key is pressed"
```

To listen for changes to the value of a `TextModelMorph`:

```
textEntry keystrokeAction: [:event |
  | value |
  value := textEntry text.
  "Do something with the value."]
```

By default, if the user attempts to close a `SystemWindow` and it contains `TextModelMorph` instances that have unsaved changes, they are asked to confirm this with the message "Changes have not been saved. Is it OK to cancel those changes?" The user must select "Yes" to close the window.

To disable this check for a particular instance of `TextModelMorph`, send it `#askBeforeDiscardingEdits:` with the argument `false`.

The following code creates a single-line text input with a given width that never shows scroll bars:

```
textEntry := TextModelMorph withText: " " ::
  hideScrollBarsIndefinitely;
  morphExtent: 200 @ 0; "calculates required height for one line"
  wrapFlag: false.
```

If the text exceeds the width, use the left and right arrow keys to scroll the text.

To select all the content in an instance, send it `#selectAll`. To select content from one index to another where both are inclusive:

```
textEntry selectFrom: startIndex to: endIndex.
```

To place the text cursor at the end of the current content:

```
index := textEntry text size + 1.
textEntry selectFrom: index to: index.
```

The following code demonstrates listening for key events. It prints their ASCII codes and character representations to the Transcript.

```
textEntry keystrokeAction: [:evt |
  evt keyValue print.
  evt keyCharacter print ]
```

Let's combine what we have learned above to create a small application. The user can enter their first and last name. Clicking the "Greet" button displays a greeting message below the button.



Figure 4.10: User Interaction Demo

Create the class `UserInteractionDemo` as follows:

```
Object subclass: #UserInteractionDemo
  instanceVariableNames: 'firstName greetLabel lastName'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Demo'
```

Define the following accessor methods:

```
firstName
  ↑ firstName ifNil: [firstName := '']
```

```
firstName: aString
  firstName := aString
```

...

As we need two input fields, we define the instance method `textEntryOn:`

```
textEntryOn: aSymbol
  "Answer a TextModelMorph where aSymbol provides the name for the getter and setter."
  | entry |
  entry := TextModelMorph textProvider: self textGetter: aSymbol textSetter: (aSymbol, ':') asSymbol ::
    acceptOnAny: true; " The model is updated at each key stroke "
    askBeforeDiscardingEdits: false;
    hideScrollBarsIndefinitely;
    " Height to zero causes it to use minimum height for one line. "
    morphExtent: 0 @ 0;
    tabToFocus: true;
    wrapFlag: false.
  entry layoutSpec proportionalWidth: 1. "width is 100%"
  ↑ entry
```

Our text entries are then packed in a row with the appropriate label:

```
rowLabeled: aString for: aMorph
  "Answer a row LayoutMorph containing a LabelMorph and a given morph."
  | row |
  row := LayoutMorph newRow ::
    gap: 10;
    addMorph: (LabelMorph contents: aString);
    addMorph: aMorph.
  row layoutSpec proportionalHeight: 0.
  ↑ row
```

We define an action method for the unique button of our small application:

```
greet
  | greeting |
  greeting := firstName
    ifEmpty: [""]
    ifNotEmpty: [ 'Hello {1} {2}!' format: {firstName. lastName} ].
  greetLabel contents: greeting
```

Finally, our initialize method is packing all the involved morphs together:

```
initialize
  | button image window |

  "Relative file paths start from the Cuis-Smalltalk-Dev-UserFiles directory."
  image := ImageMorph newWith: (Form fromFileNamed: './hot-air-balloon.png' ::
    magnifyBy: 0.5).
  button := PluggableButtonMorph model: self action: #greet label: 'Greet'.
  greetLabel := LabelMorph contents: ".

  window := SystemWindow new ::
    setLabel: 'User Interaction Demo';
    addMorph: image;
    addMorph: (self rowLabeled: 'First Name:' for: (self textEntryOn: #firstName));
    addMorph: (self rowLabeled: 'Last Name:' for: (self textEntryOn: #lastName));
    addMorph: button;
    addMorph: greetLabel;
    openInWorld.

  " Once the window is open and properly layed out, we adjust its size
  to the smallest height that contains its submorphs."
  window morphExtent: 400 @ window minimumExtent y.

  " Override the automatic Window color scheme "
  window layoutMorph
    separation: 10;
    color: (Color blue alpha: 0.1)
```

In Chapter 6 [Which components? Where to find more?], page 52, you will learn how to use additional Cuis-Smalltalk packages to ease the creation of such dialog windows.

## 4.4 List

The `PluggableListMorph` displays a scrollable list of items. Users can select an item by clicking it or by typing its first few letters.

Let's create a small application that allows users to select a color from a list to change the background color of the window. Users can also add new colors and delete existing colors.

In addition to demonstrating the use of `PluggableListMorph`, we will also see how to disable buttons when their use is not appropriate.

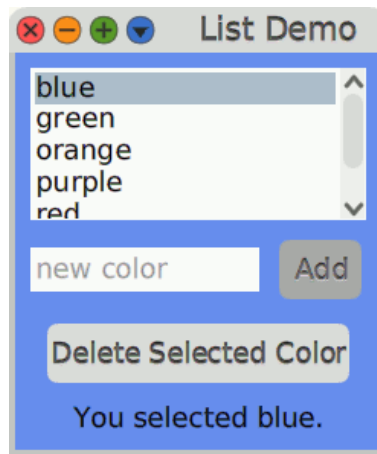


Figure 4.11: List Demo

Create the following class:

```
Object subclass: #ListDemo
  instanceVariableNames: 'colorList colors deleteButton
    newColorEntry selectedColorIndex selectedLabel window'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Demos'
```

Add the following instance methods. We start with a bit long `initialize` method responsible for building the whole GUI.

**initialize**

```

| addButton layout row |

colors := SortedCollection newFrom: #(red orange yellow green blue purple).
selectedColorIndex := 0.
colorList := PluggableListMorph
  withModel: self
  listGetter: #colors
  indexGetter: #selectedColorIndex
  indexSetter: #selectedColorIndex:.
colorList layoutSpec proportionalWidth: 1.

newColorEntry := self textEntryOn: #newColor.
newColorEntry emptyTextDisplayMessage: 'new color'.

addButton := PluggableButtonMorph model: self action: #addColor label: 'Add'.

row := LayoutMorph newRow
  gap: 10;
  addMorph: newColorEntry;
  addMorph: addButton.

deleteButton := PluggableButtonMorph
  model: self
  action: #deleteColor
  label: 'Delete Selected Color'.

selectedLabel := LabelMorph contents: ".
window := SystemWindow new.
window
  setLabel: 'List Demo';
  addMorph: colorList;
  addMorph: row;
  addMorph: deleteButton;
  addMorph: selectedLabel;
  openInWorld.

"sets initial background color"
self selectedColorIndex: 0.

"Set window size to the smallest height that contains its submorphs."
layout := window layoutMorph.
layout separation: 10.
window morphExtent: 250 layout minimumExtent y

```

Observe at the beginning of the `initialize` method the creation of the list, its model is `self`, therefore an instance of `ListDemo`. In a real application, it should be a model object representing some type of data. Associated with the model are the messages to send to `self` to retrieve the list contents (`#colors`), to get the index of the selected entry in the list (`#selectedColorIndex`) and to set the selected index (`#selectedColorIndex:`).

The methods responding to these messages are implemented in `ListDemo`:

#### **addColor**

```
self newColor: newColorEntry text
```

#### **colors**

```
↑ colors
```

#### **deleteColor**

```
selectedColorIndex = 0 ifFalse: [
  colors removeAt: selectedColorIndex.
  self selectedColorIndex: 0.
  colorList updateList.
  selectedLabel contents: " ]
```

#### **newColor**

```
"In this app there is no need to retrieve this value or even hold it in an instance variable,
but TextModelMorph requires that this method exists."
```

```
↑ "
```

When a new color is input by the user, we add it to the `colors` collection, update the list, then select this color from the list. To prepare for any additional new color input, we clear the text entry by emitting the event `#newColor`.

#### **newColor: aText**

```
| potentialColor |

potentialColor := aText asString withBlanksTrimmed.
potentialColor ifNotEmpty: [
  colors add: potentialColor asSymbol.
  colorList updateList.
  self selectedColorIndex: (colors indexOf: potentialColor )
  self changed: #clearUserEdits.
  self changed: #newColor ]
```

Remember, in Smalltalk, the index of a collection naturally starts with one. Therefore, an index of zero naturally indicates that no item is selected in the collection.

#### **selectedColorIndex**

```
↑ selectedColorIndex
```

This method is called when the user clicks or unclicks an item of the list. As recalled earlier, an index of zero indicates that no item was selected. If the color cannot be determined by

the name added to the list or is empty, a default gray color is set as the background color of the window.

**selectedColorIndex: anIndex**

| color colorName selected |

selectedColorIndex := anIndex.

selected := anIndex ~= 0.

deleteButton enable: selected.

colorName := selected ifTrue: [ colors at: anIndex ].

selectedLabel contents: (colorName

ifNil: [ '' ]

ifNotNil: [ 'You selected {1}.' format: { colorName } ] ).

color := colorName

ifNil: [ Color gray ]

ifNotNil: [ [ Color perform: colorName ] on: MessageNotUnderstood do: [ Color gray ] ].

window layoutMorph color: (color alpha: 0.6)

**textEntryOn: aGetter**

"Answer a TextModelMorph where aGetter provides the symbol for the getter."

| entry |

entry := TextModelMorph

textProvider: self textGetter: aGetter textSetter: (aGetter, ':') asSymbol ::

acceptOnCR: true;

askBeforeDiscardingEdits: false;

hideScrollBarsIndefinitely.

entry morphExtent: 0 @ 0.

entry layoutSpec proportionalWidth: 1.

↑ entry

## 4.5 Memory Game

To illustrate user interactions with the mouse, we present in this section a memory color game. This is a board game where a collection of cards are presented to the user with a common neutral color; each card has its own color, hidden at game startup. The user must find the cards sharing the same color. When the user clicks on a card, its color is revealed; the card with the matching color must be found. When a pair of cards are found, these cards are not playable anymore; if not, the cards' colors are hidden again.

Two morphs are used in the design of the game: a kind of **SystemWindow** and a kind of **PluggableButtonMorph**. The complete source is presented in the appendix Appendix F [Memory Game v1], page 90, of the book. We will not present every part of the code design, but we will focus on the illustrative ones in regard to the topic of this chapter.

The game is started with:



The game is started with

```
MemoryGameWindow new openInWorld
```



Figure 4.12: Memory color game

## The Card

What are the attributes we want a card to have? We need a card to have a specific *card color* and a status flag to inform if we are *done* with the card.

The card is a morph able to paint itself with a color. It reacts to user clicks to flip itself between its own *card color* and the common neutral color. What we want is a kind of button:

```
PluggableButtonMorph subclass: #MemoryCard
  instanceVariableNames: 'cardColor done'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV1'
```

The default color, common to all the cards, is white:

```
defaultColor
  ↑ Color white
```

It knows to be flipped when its *cardColor* is used as the color of the button:

**isFlipped**

```
↑ color = cardColor
```

And the card can flip between this common color and its own `cardColor`:

**flip**

```
color := self isFlipped ifTrue: [self defaultColor] ifFalse: [cardColor].
self redrawNeeded
```

`color` is used to paint the button; when adjusting it, we send the message `#redrawNeeded` to the button to force its redraw.

**The Board**

What are the attributes of the game board? It knows about the *playground* set with a specific *size* where the *cards* are presented to the user. It communicates messages through its *status bar* and it knows if the user is *playing* or not.

The game is presented in a window with all these attributes:

```
SystemWindow subclass: #MemoryGameWindow
  instanceVariableNames: 'size cards tupleSize statusBar playground playing'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV1'
```

The board presents a toolbar, its playground, and status bar in the window column layoutMorph:

**initialize**

```
super initialize.
size := 4 @ 3.
tupleSize := 2.
playing := true.
playground := LayoutMorph newColumn.
self installToolbar.
self addMorph: playground.
self installCards.
self installStatusBar
```

Indeed, by default, a `SystemWindow` comes with a layout, set as a column. The *playground* is also a column layout; the cards are arranged into several rows.

**Installing the Game**

Cuis-Smalltalk does not come with any notion of toolbar, but it is fairly easy to create one with a row layout and buttons:

**installToolbar**

```

| toolbar button |
toolbar := LayoutMorph newRow separation: 2.
button := PluggableButtonMorph model: self action: #startGame ::
    enableSelector: #isStopped;
    icon: Theme current playIcon;
    borderWidth: 2;
    borderColor: Color black;
    setBalloonText: 'Play the game';
    morphExtent: 32 asPoint.
toolbar addMorph: button.
...
self addMorph: toolbar layoutSpec: LayoutSpec new useMorphHeight

```

Observe `enableSelector: #isStopped`; indeed the “Play” button is only active when the game is `isStopped`. The same applies with the “Stop” button – not shown here. The toolbar height – row layout – is shrunk to the height of its submorphs; to do so, the toolbar is added to the window with the appropriate specification `LayoutSpec new useMorphHeight`.

The cards are installed in several rows in the `playground`, previously emptied. We remember about each card in a special `cards` array we can access with `x` and `y` coordinates, also the position of a card in the playground. The colors to be used are randomly chosen and arranged in:

**installCards**

```

| colors row |
playground removeAllMorphs.
cards := Array2D newSize: size.
colors := self distributeColors shuffled.
1 to: size y do: [:y |
    row := LayoutMorph newRow.
    1 to: size x do: [:x | | card |
        card := MemoryCard model: self action: #flip: actionArgument: x@y.
        card layoutSpec proportionalWidth: 1; proportionalHeight: 1.
        card cardColor: colors removeFirst.
        row addMorph: card.
        cards at: x@y put: card ].
    playground addMorph: row ]

```

We make the card interactive; it is a button. When clicked, the message `#flip:` is sent to the game window with the argument the position in the `cards` array and playground:

```
MemoryCard model: self action: #flip: actionArgument: x@y
```

**Game Logic**

The core of the game logic is in the `flip:` method. It first flips and locks<sup>2</sup> the clicked card:

<sup>2</sup> The `#lock` message is part of the `Morph` protocol, it suppresses all kind of user interaction with a given morph.

**flip: position**

```
| flippedCards |
(cards at: position) flip; lock.
```

Then it detects if all the flipped cards share the same color. To do so, we do a clever trick of Smalltalk: we collect all the colors of the flipped cards, then convert the collection of colors as a `Set` instance; all duplicated colors are removed. If the size of the resulting set is not 1, it means cards have different colors. In that case, we inform the user with a message, then unflip and unlock the clicked cards:

```
flippedCards := self flippedCards.
(flippedCards collect: [:aCard | aCard cardColor]) asSet size = 1 ifFalse: [
  "Give some time for the player to see the color of this card "
  self message: 'Colors do not match!'.
  self world doOneCycleNow.
  (Delay forSeconds: 1) wait.
  " Color does not match, unflip the flipped cards and unlock "
  flippedCards do: [:aCard | aCard flip; unlock].
  ↑ self]
```

If the colors match, we check if we reach the `tupleSize` association count – initialized by default to 2, to make pairs of cards. If so, we make the cards to flash and we mark them as done so they can't be played anymore:

```
flippedCards size = tupleSize ifTrue: [
  " We found a n-tuple! "
  self message: 'Great!' bold, ' You find a ', tupleSize asString, '-tuple!'.
  flippedCards do: #flash.
  flippedCards do: #setDone.
```

At this point of the game logic, in the event of a game win, we inform the user and update the game status:

```
self isGameWon ifTrue: [
  self message: 'Congatulation, you finished the game!' bold red.
  playing := false] ]
```

**Messages to the User**

During the game logic, at several occurrences, we informed the user through messages. The messages are printed in the status bar set at initialization time:

**installStatusBar**

```

statusBar := TextParagraphMorph new
padding: 2;
color: Color transparent;
borderWidth: 1;
borderColor: self borderColor twiceLighter ;
setHeightOnContent.
self addMorph: statusBar layoutSpec: LayoutSpec new useMorphHeight.
self message: 'Welcome to ', 'Memory Game' bold

```

Its companion method to write a new text message just updates the contents of the `TextParagraphMorph` instance:

**message: aText**

```

statusBar contents: aText ;
redrawNeeded

```

A message sent to the status bar can be more than a plain string; it can be a `Text` instance with styling attributes. To do so, we send specific messages to a string; for example, `'hello' bold` converts the `'hello'` string as a `Text` set with a bold style.

Examples of styling:

```

'Hello' red bold.
'Hello ' italic, ' my love' red bold.

```

To discover more messages, browse the method categories `text conversion ...` of the `CharacterSequence` class.

**Access and Test**

In the core logic of the game, we accessed the flipped cards in the playground. It is a matter of selecting the cards both *not done* and *flipped*:

**flippedCards**

```

↑ cards elements select: [:aCard | aCard isDone not and: [aCard isFlipped] ]

```

The `Array2D` instance of the `cards` variable offers access to its cells with x and y coordinates; however, it does not offer the whole range of the `Collection` protocol, and particularly the `select:` method. Nevertheless, its underlying `elements` attribute is an `Array`, part of the `Collection` hierarchy; we use it to get the whole power of the `Collection` protocol.

We proceed the same to select the done cards:

**doneCards**

```

↑ cards elements select: #isDone

```

And undone cards are selected by a subtracting operation, prone to resist code evolution in the card protocol:

**undoneCards**

```
↑ cards elements asOrderedCollection  
  removeAll: self doneCards;  
  yourself
```

In the core logic of the game, we test if the game is won; it is a matter of testing if all the cards *are done*. In that case, this count is equal to the number of cards in the game:

**isGameWon**

```
↑ (cards elements select: #isDone) size = (size x * size y)
```

The remaining methods of the game do not require comment; they can be read in the complete source code of the Appendix F [Memory Game v1], page 90.

## 5 Design a GUI Application

Don't ask whether you can do something, but how to do it.  
—Adele Goldberg

In the previous chapter, we explained how to handle user interactions on widgets such as buttons and text editors. We illustrated this with a complete memory game; we did not particularly pay attention to how the responsibilities were spread across the various objects involved. In a small project, this doesn't really matter. However, as soon as you want your project to grow, it can lead to complicated code that is difficult to evolve and maintain.

### 5.1 Responsibilities

In OOP (Object Oriented Programming), we like each object to be responsible for its assigned business. Of course, we can assign kinds of extended businesses to a few objects, as we did in Appendix F [Memory Game v1], page 90, but this is not good design.

A growing project produces legacy code. When the responsibilities of the objects are not properly bounded, it makes this code difficult to understand and maintain. A developer willing to make changes will face various challenges and difficulties: distinguishing how the responsibilities are spread across the involved objects, if at all; facing long methods that are hard to understand; replacing one behavior or one class by another, which may require replacing several behaviors; and collaborating with several developers, each working independently on one facet of the project, etc.

A good practice is to design an object with a clearly assigned task, ideally only one per object. Each method of the object should come with meaningful names<sup>1</sup>, and each one with a clearly assigned task as well. Ideally, a method should not be longer than 10 lines.

With this practice in mind, when it comes to GUI (Graphic User Interface) application development, there is a well-known design pattern: MVC (Model View Controller) or its alternative MVP (Model View Presenter). In this design, the responsibilities are spread across three orthogonal axes with no conceptual overlap.

In the following sections, we present the details of this design, applied step by step to the memory game presented in the previous chapter.

### 5.2 Model View Presenter

MVC<sup>2</sup> and MVP<sup>3</sup> designs are very similar. MVC, nowadays widely used in GUI and Web application development, was invented by the Smalltalk community in the late seventies and early eighties. MVP is a subtle variation where the presenter has more responsibilities than the controller and acts more as a middleman between the model and view objects.

Let's review the responsibilities of each of the three objects.

- **Model.** This object defines a domain by its intrinsic characteristics, related to the intended goal. A Person model may have attributes like family name, first name, and gender; or in another design, it could have a unique anonymous identifier attribute.

<sup>1</sup> The book *Smalltalk with Style* is worth reading to write good Smalltalk code.

<sup>2</sup> <https://en.wikipedia.org/wiki/Model-view-controller>

<sup>3</sup> <https://en.wikipedia.org/wiki/Model-view-presenter>

The model knows nothing about the view and presenter involved in the design. However, a model that modifies its own attributes should have a way to notify the views to update their representation of the model. This is the role of the dependency mechanism explained later in the chapter.

- **View.** It is responsible for displaying a meaningful view of the model to the user, such as a Person model. The view can be passive to display the attributes of a Person model or interactive to edit them. One model may be displayed by one or several different views. *Therefore, a model object has no knowledge of the views acting on it.*
- **Presenter.** This object acts as a middleman between the model and the view, instantiating and gluing both and acting as the entry point in the application<sup>4</sup>.

The presenter also handles user actions mediated by the views of a given model. Therefore, when the user edits a text entry, clicks on a button, selects an entry in a menu, or drags a visual object, the event is handled by the presenter. Then it decides, depending on the context and the state of the application, what to do with the event, like updating the state of the application and handling suited data to the model eventually.

Now, let's see how to reshape our memory game to fit it into the MVP design.

### 5.2.1 Memory Game Model

The model is the isolated object, without knowledge of the presenter and the view<sup>5</sup>, so it is easier to start from there.

In the previous design of the game, we had two classes, `MemoryGameWindow` and `MemoryCard`, acting as view and model. Therefore, we need to extract what is model-related.

Our game involves the domain of a game with cards. We define two models:

- **MemoryCardModel.** It knows about the intrinsic characteristics of a card in the context of the memory game. In the earlier game design, the `MemoryCard` view knows about its `cardColor` and its states `done` and `flipped`; the latter one was deduced by a method based on the color attribute of the view. These three characteristics are clearly part of the card model and need to be represented by instance attributes:

```
Object subclass: #MemoryCardModel
  instanceVariableNames: 'flipped done color'
  ...
```

We add the necessary initialization and methods to externally get the state and to update it.

```
initialize
  done := flipped := false
```

When a card has been successfully associated with cards sharing the same colour, we set it as done, and it can't be played anymore

<sup>4</sup> This is an assumed variation from the view, which is used as the entry point of the traditional approach. Being a middleman, it makes sense that it is instantiated first.

<sup>5</sup> Though several models may know about each other.



**setDone**

```
done := true
```

To evaluate the available cards to play, we need to know if a card is done or not:

**isDone**

```
↑ done
```

During a player's move, we need to know if a card is already flipped. If so, the player can't flip it again:

**isFlipped**

```
↑ flipped
```

- **MemoryGameModel.** This model defines what a memory game is. The previous **MemoryGameWindow** had 6 instance variables, a mix of view and domain-related attributes: **size**, **cards**, **tupleSize**, **statusBar**, **playground**, and **playing**. Only the first three attributes are related to the characteristics of the game. We may hesitate on the latter one **playing**, but it will prove to be more useful in the presenter to determine the state of the application.

```
Object subclass: #MemoryGameModel
  instanceVariableNames: 'size tupleSize cards'
  ...
```

- **size.** A point representing the disposition of the cards. **4@3** are 3 rows of 4 cards.
- **tupleSize.** An integer, the number of associated cards to find, by default 2.
- **cards.** The collection of **MemoryCardModel** instances.

We have the necessary methods to initialize the instance and to create the card models. Compared to its counterpart **MemoryGameWindow>>installCards** of the previous design, the method **installCards** here is much simpler and easier to understand because it only instantiates the card models. Separation of responsibility is paying off:

**initialize**

```
size := 4 @ 3.
tupleSize := 2
```

**installCardModels**

```
| colours |
cards := Array2D newSize: size.
colours := self distributeColors.
1 to: size y do: [:y |
  1 to: size x do: [:x |
    cards
      at: x@y
      put: (MemoryCardModel new color: colours removeFirst) ] ]
```

In this class, we also import, unchanged, the behaviors of `MemoryGameWindow` fitting the game model: `distributeColors`, `doneCards`, `flippedCards`, `undoneCards` and `isGameWon`.

That's it for the models of the game.

### 5.2.2 Memory Game View

We have defined two model classes, so we might expect to define two view classes. Well, not necessarily. Here we just need to define one view class for the whole game, and we use an existing view of Cuis-Smalltalk for the card model, the `PluggableButtonMorph`.

We need to reshape `MemoryGameWindow` to contain only view-related business, first in its attributes then its behaviors. First of all, *a view always knows about its presenter*, it can even know about the model through the mediation of the presenter:

```
presenter: aPresenter
  presenter := aPresenter. self
  model: presenter model
```

It also knows about some other views needed for its internal organisation and regulation:

```
SystemWindow subclass: #MemoryGameWindow
  instanceVariableNames: 'presenter statusBar playground'
  ...
```

Again, the behavior is stripped down to only view considerations, and the `initialize` method is shortened.

Installing the toolbar slightly differs:

```
installToolbar
  | toolbar button |
  toolbar := LayoutMorph newRow separation: 2.
  button := PluggableButtonMorph model: presenter action: #startGame ::
    enableSelector: #isStopped;
  ...
```

The model of the buttons is not anymore the view but the `presenter`.

Indeed, we explained earlier that it is the presenter's responsibility to handle user events. The actions remain the same, and we can anticipate the related methods will be transferred from the view to the presenter class.

Now, we should look at installing the card views:

```

installCards
  | row size |
  playground removeAllMorphs.
  size := model size.
  1 to: size y do: [:y |
    row := LayoutMorph newRow.
    1 to: size x do: [:x | | cardModel cardView |
      cardModel := model cards at: x@y.
      cardView := PluggableButtonMorph
        model: presenter
        action: #flip:
        actionArgument: x@y.
      ...
      cardView layoutSpec proportionalWidth: 1; proportionalHeight: 1.
      cardView color: cardModel backColor.
      row addMorph: cardView].
    playground addMorph: row ]

```

It relies on the already instantiated card models; we ask the game model for all the card models: `model cards`.

Observe how we just use a stock `PluggableButtonMorph` as a view for the card. Indeed, we don't need to specialize its behavior, so we keep it simple. Again, the `presenter` handles the user's click on the card. This should be understood as executing the statement `presenter flip: x@y` at the event<sup>6</sup>.

For clarity, we have presented above a shortened version of the `installCards` method, without the dependencies between the card models and the card views. The logic of installing the card models, then the card views, is handled by the presenter, the middleman. We discuss it in the next section.

### 5.2.3 Memory Game Presenter

We define a new class `MemoryGame` as our presenter:

```

Object subclass: #MemoryGame
  instanceVariableNames: 'model view playing'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV2'

```

It acts as the entry point of a GUI application, therefore its name is kept short with no *Presenter* fragment. A new game instance is then invoked by a simple:

```
MemoryGame new
```

As we explained earlier, the presenter instantiates both the model and the view:

<sup>6</sup> The message `#model:action:actionArgument:` to instantiate a button is extremely confusing in its `model:` keyword; it is not a model as we discussed earlier, but only the receiver of the user action, the *controller* in the sense of the MVC pattern.

**initialize**

```

model := MemoryGameModel new.
view := MemoryGameWindow presenter: self.
self startGame.
view openInWorld

```

Observe that the game model is attached neither to the view nor to the presenter.

From the initialization, the game is then started:

**startGame**

```

model installCardModels.
view installCards.
view message: 'Starting a new game' bold green.
view setLabel: 'P L A Y I N G'.
playing := true

```

By invoking card models and views installations, each object in charge of that business is asked to perform its task.

We already learned the `flip:` method, called when the user clicks on a card, is now defined in the presenter. The method is quite similar to the previous iteration, except now we only know about the card model. The associated card view is unknown:

**flip: position**

```

| flippedCards |
(model cards at: position)
  flip;
  triggerEvent: #lock.
flippedCards := model flippedCards.
...
" Unflip and unlock the flipped cards "
flippedCards do: [:aCard |
  aCard flip;
  triggerEvent: #flash;
  triggerEvent: #unlock].
↑ self].
...
" We found an n-tuple! "
view message: 'Great!' bold, ' You found a ', model tupleSize asString, '-tuple!'.
flippedCards do: [:aCard | aCard triggerEvent: #flash].
flippedCards do: #setDone.
...

```

Therefore, to update the state of a card view, a card model triggers events which are propagated to any card view listening to the events. An event is coded as a symbol representing an aspect of the model that has changed. The symbol name is arbitrarily chosen to be meaningful. In the `flip:` method, there are three events:

- **lock.** It informs that the card is locked and it cannot be played anymore.

- **flash.** It informs that the card is revealing itself.
- **unlock.** It informs that the card is unlocked and it can be played again.

When triggering an event, it is additionally possible to pass along a parameter. Observe this feature in the model's `flip` method to inform about the card color changed:

```
MemoryCardModel>>flip
  | newColor |
  flipped := flipped not.
  newColor := flipped ifTrue: [color ] ifFalse: [self backColor].
  self triggerEvent: #color with: newColor
```

All in all, there are four events triggered by a card model: `lock`, `flash`, `unlock`, and `color`. How a view can listen to a given event is discussed in the next section.

## 5.3 The Three Musketeers

The model, the view, and the presenter are tied together. Unlike the three musketeers, who were tied together by friendship and the fight for justice, our three objects are tied together by the dependency mechanism we already discussed in the previous sections.

Earlier, we wrote that a model does not know about its view(s). However, how can a view be notified that its model has changed?

### 5.3.1 Update/Change

In the MVC design, a view is added as a dependent object to the model it wants to receive updates from:

```
model addDependent: aView.
...
model changed: #color
```

Then the dependent view receives an `#update:` message with an argument exposing the changed aspect in the model. It must handle it appropriately:

```
view>>update: aspect
  aspect == #color ifTrue: [self color: model color]
  ...
```

A view can stop listening to a model to not receive the `#update:` message anymore:

```
model removeDependent: aView
```

There are two drawbacks to this design: all the changed aspects in the model are handled in a single `update:` method in each listening view. If there are a lot of aspects to handle, the `update:` becomes cluttered. Moreover, the update is sent to all the views, independently of their interest for a particular aspect. Think about a view not interested in the change of the color aspect of a model; it still receives color updates.

The changed/update mechanism appeared with the MVC design. Looking at the implementation of the `changed:` method is interesting:

**Object>>changed: aspectSymbol**

"Receiver changed. The change is denoted by the argument.

Usually the argument is a Symbol that is part of the observer's change protocol. Inform all of the observers.

Note: In Smalltalk-80 observers were called 'dependents'."

```
self
  triggerEvent: #changed:
    with: aspectSymbol
```

Underneath, it is implemented with the trigger event we met in the previous section. Indeed, it is now superseded and implemented with the observer pattern, which offers more flexibility. We discuss it in the next section.

The changes/update mechanism is still widely used in the Morphic widget, therefore it is worth getting acquainted with.

### 5.3.2 The Observer Pattern

When several views are tied to an identical model, a given view may only be interested in receiving updates of a specific aspect of the model.

To do so, we specifically register the aspect a view is interested in:

```
model when: #border send: #adjustBorder to: view.
model when: #color send: #setColor to: anotherView
```

Then the model triggers events:

```
model triggerEvent: #border.
model triggerEvent: #color with: Color red
```

And the effects on the views are equivalent to the sent messages:

```
view adjustBorder.
anotherView setColor: Color red
```

The sent message is set at the registering time of the event with the message `#when:send:to:` and the optional parameter is set when triggering the event with the message `#triggerEvent:with:.`

An additional flexibility of the observer pattern: it is not required to subclass the view to implement a specific method, as was necessary with the `update:` method.

In our memory game, this is one reason we don't need to define a card view class; we use the stock `PluggableButtonMorph`. Observe how we register these events. We previously left out this part (See `[MemoryGameWindow>>installCards]`, page 46):

**installCards**

```

...
cardView := PluggableButtonMorph model: presenter action: #flip: actionArgument: x@y.
cardModel
  when: #color send: #color: to: cardView;
  when: #lock send: #lock to: cardView;
  when: #unlock send: #unlock to: cardView;
  when: #flash send: #flash to: cardView.
cardView layoutSpec proportionalWidth: 1; proportionalHeight: 1.
...

```

One last detail: to foster your understanding of the relation between these two event mechanisms, the `addDependent:` method is also implemented with the observer pattern:

**Object>>addDependent: anObserver**

"Make the given object one of the receiver's observers (dependents).  
 Receivers of this message, i.e. objects being observed, are usually called Models.  
 Observing can also be set up sending one of the `#when:send:to:` or `#addDependent:` messages.  
 Models will send themselves `#changed:`, `#changed` or one of the `#triggerEvent*` messages to notify possible observers.  
 If appropriate, it is best to make Models inherit from `ActiveModel`, for performance reasons."

```

self
  when: #changed:
  send: #update:
  to: anObserver.
↑ anObserver

```

See Appendix G [Memory Game v2], page 94, for the complete game code.

We end our chapter here regarding the design of a GUI application. The more you will use this design, the more you will appreciate it, particularly when a project grows.

## 6 Which Components? Where to Find More?

In this chapter, we present additional morphs that are useful for building GUIs. Some of these components ease the process of designing GUI dialogs, as presented in Chapter 4 [Handle user interaction], page 21. However, many bring additional features, and we will present a selection of those.

### 6.1 Cuis-Smalltalk-UI

Check that you have the **Cuis-Smalltalk-UI** repository already installed. It comes with several Cuis-Smalltalk packages for GUI building. If not present in your host, clone its repository into the parent directory of your installed **Cuis-Smalltalk-Dev** system:

```
cd yourPath/Cuis-Smalltalk-Dev
cd ..
git clone --depth 1 http://github.com/Cuis-Smalltalk/Cuis-Smalltalk-UI
```

The repository contents are divided into several packages whose classes are listed for reference on the **README** page of the repository. In the following chapter, we will install the appropriate package individually when needed.

### 6.2 Easing GUI Design

Let's start the exploration with a few components to ease the creation of a GUI.

#### 6.2.1 Label That Squeezes

Sometimes, labels may tend to occupy more space than is available. This becomes particularly true when you do not control the content of a label, such as when an application is translated into other languages, which may have more or less verbose ways of expressing messages or concepts.

The **SqueezeLabelMorph** tries its best to contract a message into a given number of characters. It is part of the **UI-Core.pck.st** package. In a Workspace, install it by executing the appropriate command:

```
Feature require: 'UI-Core'
```

This kind of label is set with a minimum number of characters it is willing to display. If that minimum number is lower than the label's content, it will contract the text:

```
(SqueezeLabelMorph
 contents: 'I am a very looong label with maybe not enough place for me'
 minCharsToShow: 20) openInWorld.
```

Example 6.1: Label that squeezes

The content of the label is very long, especially as we inform the label to accept being squeezed to a minimum of 20 characters. Observe how such a squeezed label reveals its complete content in a balloon text when the pointer is hovering over it.



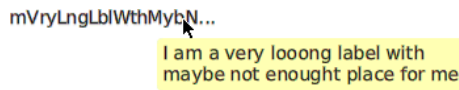


Figure 6.1: A label squeezed to 20 characters

When more space is made available to the label, more text of its content is revealed:



Figure 6.2: A squeezed label given some more space

When packing a `SqueezeLabel` in a layout morph with other morphs, it will have consequences on the minimal width of the owner layout.

Compare the two examples with a squeezed and regular label:

```
| label row |
label := SqueezeLabelMorph
contents: 'I am a very long label'
minCharsToShow: 15.
row := LayoutMorph newRow.
row
  addMorph: label;
  addMorph: (TextModelMorph withText: 'some input' :: morphExtent: 100@0).
row openInWorld
```

Example 6.2: Squeezed label for a text entry

The whole layout is contracted to a smaller width.

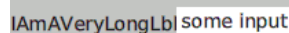


Figure 6.3: A text entry with a squeezed label

When comparing this to a regular label use case:

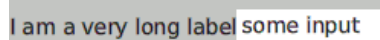


Figure 6.4: A text entry with a regular label

```

| row |
row := LayoutMorph newRow.
row
  addMorph: (LabelMorph contents: 'I am a very long label');
  addMorph: (TextModelMorph withText: 'some input' :: morphExtent: 100@0).
row openInWorld

```

Example 6.3: Regular label for a text entry

It is up to you to decide between the compactness of the GUI and the readability of the labels.

### 6.2.2 One Line Entry

In Section 4.3 [Text entry], page 26, we presented a quite complex and feature-complete class to handle multiple lines of text editing. When only one line of editing is needed, it is a bit overkill. In that circumstance, you can alternatively use the `TextEntryMorph`, part of the `UI-Entry` package:

Feature require: 'UI-Entry'

This class is quite simple, and contrary to the `TextModelMorph`, it does not need a text model. Therefore, there is no such thing as a changed and update mechanism involved; it is a passive morph.

However, it offers two options to interact with other objects:

1. Send it the message `#acceptCancelReceiver:` to attach an object answering to the `#accept` and `#cancel` messages when the *Enter* or *Esc* keys are pressed.
2. Send it the message `#crAction:` to set a block of code, with no argument, to be executed when the *Enter* key is pressed.

Let's experiment with the associated object answering to the `#accept` and `#cancel` messages. We need a `TextEntryDemo` class:

```

Object subclass: #TextEntryDemo
  instanceVariableNames: 'value entry'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'DesignGUI-Booklet'

```

At initialization time, we create all the needed objects:

```

initialize
  value := '42'.
  entry := TextEntryMorph contents: value.
  entry acceptCancelReceiver: self.
  entry openInWorld

```

Now we make our `TextEntryDemo` respond to the `#accept` and `#cancel` messages. When pressing *Enter*, we update our `value` attribute:

```
accept
  value := entry contents.
  'I accepted the input ' print.
  ('value = ', value) print
```

But when pressing *Esc*, we just delete the morph:

```
cancel
  'I discarded the input' print.
  entry delete
```

Observe that we only need the accessors `#contents/#contents:` to set and retrieve its content. It is a very simple class to use. If dependency mechanisms were needed, an intermediate object such as the `TextEntryDemo` can still be used with the observer pattern.

### 6.2.3 Labelling Widget

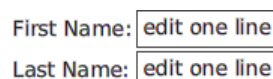
In [example of text entry], page 30, we used `layout` to associate a text entry with a label. It is a very common task when building a GUI. The `LabelGroup` does exactly that for an arbitrary number of morphs.

Feature require: 'UI-Widgets'

When creating a `LabelGroup`, we associate labels and widgets/controls into a unique group. In return, the user gets a layout to be inserted in a dialog or a window.

```
(LabelGroup with: {
  'First Name:' -> TextEntryMorph new.
  'Last Name:' -> TextEntryMorph new}) openInWorld
```

Example 6.4: Labelling a group of morphs



```
First Name: edit one line
Last Name:  edit one line
```

Figure 6.5: Text entries associated with labels

The group also gives access to the controls, although it is not a very efficient way to access the input widgets used in the group; it is handy.

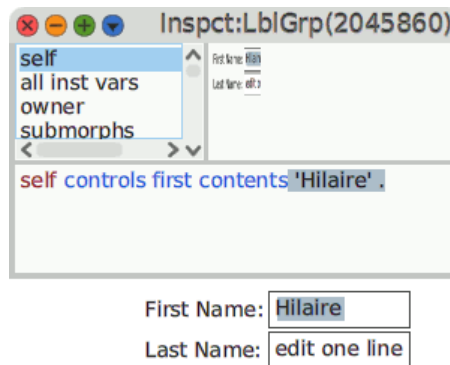


Figure 6.6: Access to the controls of a label group

A label group is useful when constructing small dialogs. In the next section, we build one with the morphs we learned in this section and the previous ones.

### 6.2.4 Packing in Panel & Dialog

Small windows the user interacts with are called dialogs or panels. `Cuis-Smalltalk-UI` offers several alternatives to use.

Feature require: 'UI-Panel'

Let's rewrite the [example of text entry], page 30, with what we just learned. The end result will look like this:

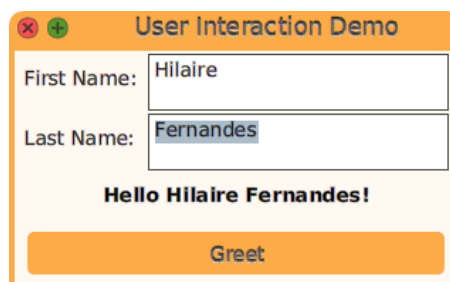


Figure 6.7: A greeting dialog

In the hierarchy provided by the `UI-Panel` package, we use the `DialogPanel` class. It offers both an area to plug our interactive components and an area for our buttons.

```
DialogPanel subclass: #GreetingPanel
  instanceVariableNames: 'firstName lastName greetLabel'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'DesignGUI-Booklet'
```

We set the default color of the dialog:

```
defaultColor
  ↑ 'Color lightOrange'
```

Then install the iconic buttons for its title:

```
initialize
  super initialize.
  self showButtonsNamed: #(close expand)
```

To know about the available buttons for the title bar of a panel, read the class `WindowTitleMorph`. The `expand` action needs a rewrite of its associated action:

```
expandButtonClicked
  self fullScreen
```

We set our components in the dedicated `newPane` method of the `Dialog` hierarchy:

```
newPane
  | column group |
  column := LayoutMorph newColumn ::
    color: Color transparent;
    gap: 10 .
  group := LabelGroup with: {
    'First Name: ' -> (firstName := TextEntryMorph contents: "") .
    'Last Name: ' -> (lastName := TextEntryMorph contents: "") }.
  greetLabel := LabelMorph contents: " font: nil emphasis: 1.
  column
    addMorph: group layoutSpec: (LayoutSpec fixedWidth: 300);
    addMorph: greetLabel layoutSpec: (
      LayoutSpec proportionalWidth: 0 fixedHeight: 20 offAxisEdgeWeight: #center).
  ↑ column
```

The button has its own method too for installation:

```
newButtonArea
  ↑ PluggableButtonMorph model: self action: #greet label: 'Greet' ::
    color: self widgetsColor
```

Finally, we implement the `greet` action of the button to update the `greetLabel`:

```
greet
  greetLabel contents: (
    'Hello {1} {2}!' format: {firstName contents. lastName contents})
```

## 6.3 Additional Features

In the next sections, we present a very small selection of useful components. There are many more to explore in the repository; they all come with example methods to learn from on their class side.

### 6.3.1 Radio and Check Buttons

These widgets are found in the `UI-Click-Select` package.

In a GUI, a check button represents a boolean value. They are used in groups with a text label or any kind of morph to represent its iconic representation.

```
| column group |
column := LayoutMorph newColumn.
group := CheckGroup fromList: #('Cuis' 'Pharo' 'Squeak').
group buttons do: [:each | each when: #checkSelection send: #show: to: Transcript].
column
  addMorph: (LabelMorph contents: 'I use...' bold);
  addMorph: group.
column openInWorld
```

Example 6.5: Check group

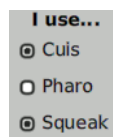


Figure 6.8: A group of check buttons

To meaningfully manage the check and uncheck events, different action methods can be set for each check box. The previous example could be rewritten:

```
...
cuisCheck := [:check |
  check isSelected
  ifTrue: ['I use Cuis' print] ifFalse: ['I don"t use Cuis' print] ].
group buttons first
  when: #checkSelection
  send: #value:
  to: cuisCheck.
...
```

Do not add the `cuisCheck` variable to the declaration at the first line of the script; otherwise, it will be garbage collected. Indeed, action events are weakly referenced – i.e., it does not add a count to its reference use. Of course, in an application, you will use a method selector as the argument of the `#to:` keyword.

In a radio group, only one check button is selected at a time. When a new button is selected, the previously selected button is deselected. A radio button is drawn differently,

as a circle. We can alter our previous greeting dialog to add a radio group to select a preferred color:

#### **newPane**

```
| column group radioColors |
...
radioColors := RadioGroup fromList: #(Blue White Red).
radioColors when: #informRadioSelection send: #setColor: to: self.
column
  addMorph: group layoutSpec: (LayoutSpec fixedWidth: 300);
  addMorph: radioColors beRow;
...
```

And the associated action method:

#### **setColor: aColorSymbol**

```
self color: (Color perform: aColorSymbol asLowercase asSymbol)
```

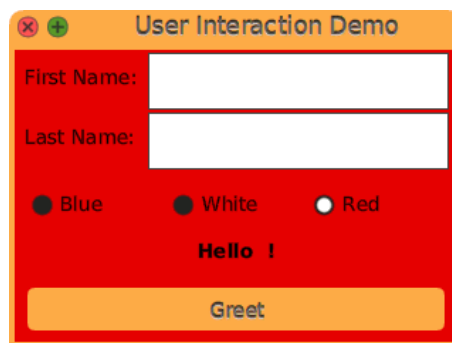


Figure 6.9: Our enhanced dialog to select color with radio buttons

### **6.3.2 Drop Down Button**

A drop-down button is a button whose content is selected from a drop-down list. When the user clicks such a button, a menu is displayed below the button. The content of the list is textual when using the class `DropDownListMorph`, or it can be any kind of morph when using the class `DropDownButtonMorph`.

We can add a drop-down button to let the user select an icon to decorate our greeting dialog. We adjust our existing code to add an image morph to the pane and the drop-down button:

**newPane**

```

| column group radioColors |
...
'Last Name: ' -> (lastName := TextEntryMorph contents: ").
'Preferred icon: ' -> self dropDownIcons }.
...
column
  addMorph: (myImage := ImageMorph new);
  addMorph: group layoutSpec: (LayoutSpec fixedWidth: 300);
  ...

```

The creation of the button is delegated to another method:

**dropDownIcons**

```

| morphs listModel |
morphs := #(addressBookIcon chatIcon clockIcon doItIcon findIcon) collect: [:anIcon |
  ImageMorph new ::
    image: ((Theme current perform: anIcon) magnifyTo: 32@32) ].
listModel := ListModel with: morphs.
listModel when: #listSelectionChanged send: #updateIcon: to: self.
↑ DropDownButtonMorph
  withModel: listModel listGetter: #list indexGetter: #listIndex indexSetter: #listIndex:

```

We create a collection of image morphs, each with a different icon. We use a `ListModel` to hold the collection and trigger events when the *list selection is changed*. In that circumstance, the message `#updateIcon:` is sent to the dialog with the argument the list model; this method is straightforward:

**updateIcon: aListModel**

```
myImage image: aListModel selectedItem form
```

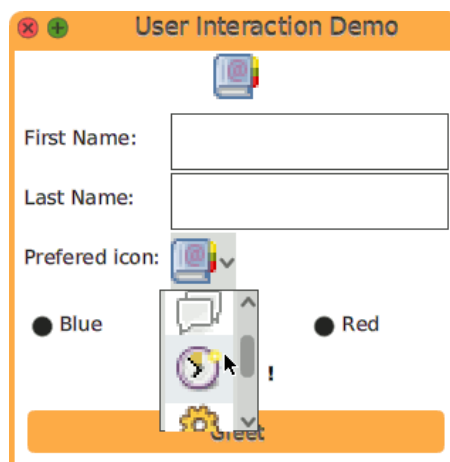


Figure 6.10: A Drop down button of image morphs



It is possible to use an application model instead of a `ListModel`. In that circumstance, the associated getter and setter would be implemented in this model too.

### 6.3.3 Decorating Component

Decorating a component is a nice way to set a label around one or several widgets, but it is much more than that. The decorated components are highlighted with a surrounding line and a textual label, plus an optional list of quick buttons. The quick buttons can be anything to operate on the surrounded components.

The class `DecoratedPane` is part of the `UI-Panel`; it is likely already installed on the Cuis-Smalltalk system of the reader if the previous sections of this booklet were read. A decorated pane expects a morph to decorate, a string, and an optional collection of buttons:

```
(DecoratedPane
  open: (Sample03Smiley new)
  label: 'Be Happy') openInWorld
```

Example 6.6: Decorating a morph



Figure 6.11: A smiley decorated with a 'Be Happy' slogan

Let's go back to our greeting panel and decorate the `greetLabel` with an information label and two quick buttons: one to reset the greeting and a second one to greet the author of the running Cuis-Smalltalk image. We need to edit our `newPane` method again:

```
newPane
| column group radioColors decorator |
...
greetLabel := LabelMorph contents: " font: nil emphasis: 1.
decorator := DecoratedPane
  open: greetLabel
  label: 'Decorated Label'
  quickButtons: {
    PluggableButtonMorph
      model: [greetLabel contents: 'Hello ', Utilities authorName] action: #value ::
      icon: (Theme current fetch: #('16x16' 'actions' 'contact-new')) ;
      setBalloonText: 'Say hello to the Smalltalk author of this running Cuis image.' .
    PluggableButtonMorph
      model: [greetLabel contents: " ] action: #value ::
      icon: (Theme current fetch: #('16x16' 'actions' 'edit-clear'));
      setBalloonText: 'Take back my greeting.' }.
...

```

Then, in the column morph, we add the `decorator` instead of the `greetLabel`:

```
newPane
...
column
...
  addMorph: radioColors beRow;
  addMorph: decorator.
...
```

Observe the `PluggableButtonMorph`; we use `BlockClosure` as a model and the message `#value` as the action to get it executed at the button click. In a real application, you will more likely use an instance as a model and an associated method of its protocol.



Figure 6.12: The greeting label decorated with two quick buttons

### 6.3.4 Importing Icons

Icons are important when designing GUIs. Cuis-Smalltalk comes with a few sets of icons. Explore the `icons` method category of the `Theme` class; each of these methods returns a `Form` to use as an icon in a `PluggableButtonMorph`.

```
PluggableButtonMorph
  model: self action: #close ::
  icon: Theme current closelcon
```

There are additional icons found in `ContentPack` instances. Invoke an explorer on `Theme content`<sup>1</sup> to browse those packs:

<sup>1</sup> In a Workspace, highlight `Theme content` and do `Ctrl-Shift-I`

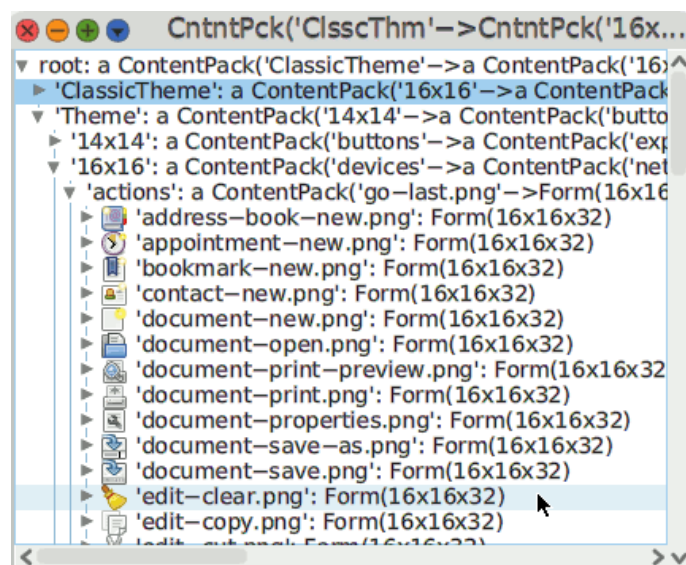


Figure 6.13: Content packs in Cuis-Smalltalk

To use one particular icon of a given content pack, you specify its size, the name of the content pack it belongs to, and the icon name without the file extension:

Theme current fetch: #('16x16' 'actions' 'appointment-new')

Several icons come with a *shortcut* found in the `Theme` class. Now you may want to use alternative icons; this is where you use the `IconImporter` class:

Feature require: 'Ul-Graphic-Import'

Beware, it installs the **SVG** package too and its dependencies. It lets you import both PNG and SVG graphic files and scale them to different square sizes. You create an instance with a path where to search for the icons:

```
icons := IconImporter path: '/home/dev/Dynamic-Book/icons'
```

Then you ask for a `Form` or an `ImageMorph` of a given icon. To use the file `group.svg` located in `'/home/dev/Dynamic-Book/icons'` as an icon and to scale it as a 32x32 pixels form, you write:

icons getForm: #group32

Or to request an image morph for direct use in your own GUI:

```
(icons getMorph: #group32) openInHand
```



Figure 6.14: Request an `ImageMorph` from a graphic file

The requested icons of a given size are cached in the icon importer; later requests for the same icon and size have a minimal processing cost.

There are several options to explore in `IconImporter`, particularly when you need to adjust the icon size to the screen density:

" to request an icon with a size set at execution time "  
`icons getForm: #group ofSize: MyApp iconSize.`

" to open an image morph with the given icon "  
`(icons getMorph: #group ofSize: 64) openInWorld`

With `MyApp` deducing the `iconSize` from user preferences.

When dealing with SVG graphics, monochrome icons may be painted with a given color:

`icons getForm: #group ofSize: 64 fill: Color red`



Figure 6.15: Get a picture as an icon and paint it in red

## 7 Advanced Design Patterns in GUI

In section Chapter 5 [Design a GUI application], page 43, we presented a fundamental design pattern of GUI applications. As the development of your GUI application progresses and grows in complexity, you may want to use additional design patterns. The book *Design Patterns Smalltalk Companion* is a must-read for any serious application development. Design patterns help to develop code that is easier to maintain; they provide a common ground easing mutual understanding.

In the following sections, we present several of these patterns with concrete use cases in applications developed with the Cuis-Smalltalk system.

### 7.1 Command

Among the design patterns, it is likely one that impacts the most the end-user: it lets you implement the undo and redo operations.

The template repository **CuisApp**<sup>1</sup> demonstrates the design of a picture viewer, as a simple Cuis application example. The user can rotate, flip and scale a picture. Its undo and redo actions are implemented with three classes:

- **AppCommandStack**. Its instance records the history of commands. It is a sort of `ReadStream` with additional behavior, particularly to truncate the stack of commands. Indeed, when a new command is inserted in the stack – it may not be at the end depending on the user activation of the `undo` action – the tail of the stack must be truncated with the `truncate` method. A `previous` method is also needed for the `undo` action.
- **AppCommandManager**. Its instance manages the stack of commands: create new commands from user actions then undo and redo commands. For each specific user action, there is a dedicated method: `flipHorizontally`, `rotateLeft`, `zoomIn`, etc.

All these methods share the same pattern: instantiate a command, then execute it:

```
flipHorizontally
|command|
command := stack nextPut: (AppFlipHCommand presenter: presenter).
↑ command execute
```

Some commands require additional parameters:

```
rotateLeft
|command|
command := stack nextPut: (AppRotateCommand presenter: presenter).
command degrees: -90.
↑ command execute
```

- **AppCommand**. The top-level class of a hierarchy of commands, one for each user operation. There are the subclasses `AppFlipHCommand`, `AppRotateCommand`, etc. Each of these classes implements the `execute` and `unexecute` methods differently.

<sup>1</sup> <https://github.com/hilaire/CuisApp>

For some actions like flip horizontally, the `unexecute` is identical to `execute`:

```
AppFlipHCommand>>execute  
  self imageMorph image: (self imageMorph form flippedBy: #vertical)
```

```
AppFlipHCommand>>unexecute  
  self execute
```

Rotating requires an additional behavior (`rotatedBy`: not copied here):

```
AppRotateCommand>>execute  
  self imageMorph image: (self rotatedBy: degrees)
```

```
AppRotateCommand>>unexecute  
  self imageMorph image: (self rotatedBy: degrees negated)
```

The `execute` and `unexecute` methods void their effects. In some circumstances, the `execute` may have a destructive effect as it happens in the zoom out action; an additional attribute is then used to keep a copy of the initial data:

```
AppZoomOutCommand>>execute  
  cacheForm := self imageMorph form.  
  self imageMorph image: (cacheForm magnifyBy: 0.5)
```

So undoing restores properly the data:

```
AppZoomOutCommand>>unexecute  
  self imageMorph image: cacheForm
```

How `execute` and `unexecute` are implemented really depends on the nature of the command.

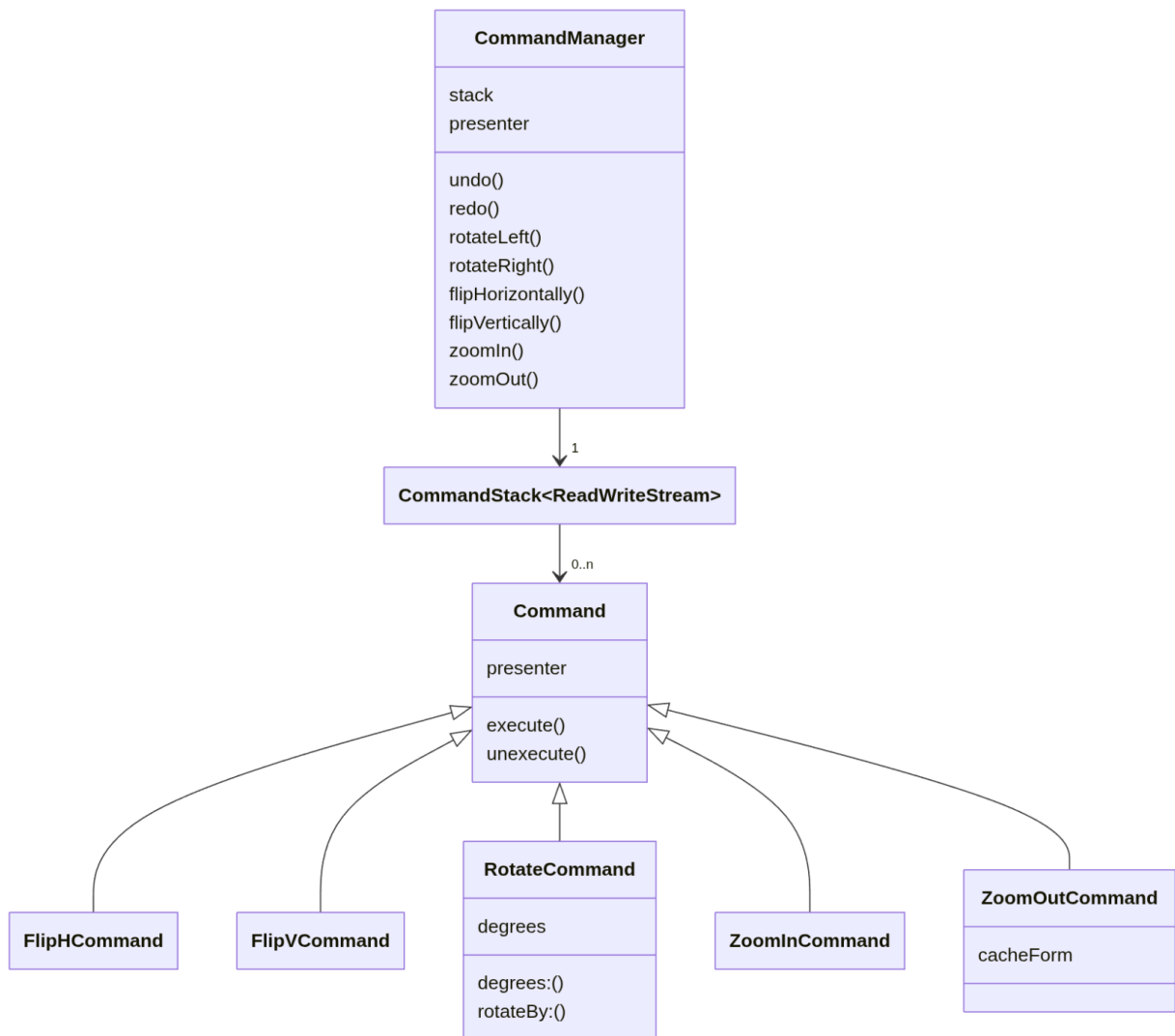


Figure 7.1: Command pattern diagram (for ease of reading the *App* prefix is removed)

### 7.1.1 Memory Game with Undo/Redo

What will be the implication to implement the undo and redo actions within our game? Our game is simple; the user can only click one card at a time. Therefore, we want to record this and also the consequences on the game state, if any. The consequences can be none, matching cards, or non-matching cards; each resulting in a different changed game state.

When implementing the user interaction with a command, the `execute` method will deal with these three possible outcomes. Its `unexecute` counterpart will have to reverse the game to its original state.

If the game state has a small memory footprint, it is less cumbersome to just save its state before executing each user action. The game state is the collection of each card's status: the done and flipped Boolean values.

Our Memory game just needs to be flanked with the command classes we described earlier, unchanged. Then the Command hierarchy will have one subclass `PlayCardCommand`:

```
Command subclass: #PlayCardCommand
  instanceVariableNames: 'status position'
  ...
```

It captures the game state in its `status` attribute, of the same nature as the cards array in the Memory game model:

```
initialize
  status := Array2D newSize: presenter model cards size
```

At command execution,

```
execute
  self backupModels.
  presenter flip: position
```

the game state is backed up before flipping the card:

```
backupModels
  | size |
  size := presenter model cards size.
  1 to: size y do: [:y |
    1 to: size x do: [:x | | card |
      card := presenter model cards at: x@y.
      status at: x@y put: (Array with: card isFlipped with: card isDone) ]]
```

The undo action restores the game state before execution:

```
unexecute
  " Restore the status of the card models "
  | size |
  size := status size.
  1 to: size y do: [:y |
    1 to: size x do: [:x | | cardStatus card |
      card := presenter model cards at: x@y.
      cardStatus := status at: x@y.
      card
        flip: cardStatus first;
        done: cardStatus second ] ]
```

The card models' `flip:` and `done:` methods are refactored to trigger events propagated to the card view:



**MemoryCardModel>>flip: boolean**

```
" Set my flip state and trigger a color event for my view accordingly to my flip state "
| newColor |
flipped = boolean ifTrue: [↑ self].
flipped := boolean.
newColor := flipped ifTrue: [color] ifFalse: [self backColor].
self triggerEvent: #color with: newColor
```

and

**done: boolean**

```
done = boolean ifTrue: [↑ self].
done := boolean.
self triggerEvent: (done ifTrue: [#lock] ifFalse: [#unlock])
```

In Appendix H [Memory Game v3], page 99, you will find the complete source of the modified Memory game: toolbar with undo and redo buttons.

## 7.2 Flyweight

The idea of the flyweight pattern is to have objects in one place and to avoid duplication. It is often associated with the factory pattern, so this will be both the place where objects are manufactured or retrieved.

DrGeo uses the flyweight and factory patterns to manage the geometric objects created by the user. A geometric object is manufactured once the user provided enough information by selecting a set of existing objects in a sketch.

To create a segment AB, the user selects point A and point B. If the user creates a new segment and selects again the point A and the point B, a new segment is not created but instead the existing segment AB is answered. Identically, if the user selects point B then point A, the same existing segment AB is answered. This mechanism occurs in the flyweight factory.

In DrGeo, there are three classes. An abstract DrGFactory:

```
Object subclass: #DrGFactory
  instanceVariableNames: 'pool last'
  classVariableNames: "
  poolDictionaries: "
  category: 'DrGeo-Factories'
```

Then two subclasses, DrGMacroFactory and DrGMathItem, to manage the pool of macro-constructions and mathematics items.

The existing objects are held in a pool of objects:

**initialize**

```
pool := OrderedCollection new
```

when a new object is pushed in the factory<sup>2</sup>, it is first searched in the pool:

**pushAsLastWhenInPool: anItem**

"If this item has a twin in the pool, push as last this last one and return true, otherwise return false"

```
↑ (self findInPool: anItem)
  ifNotNil: [ :item |
    self last: item.
    true ]
  ifNil: [ false ]
```

To find in the pool, its index, if any, is searched:

**findInPool: item**

"Try to find a twin of this mathItem, if so return the twin, otherwise nil"

```
↑ self at: (self indexOf: item in: pool)
```

Determining if an object has a twin depends on the nature of each object. It is done through hash and equality check at the object level:

**indexOf: anItem in: aPool**

"No identity equality but hashed value to detect duplicated object we must consider as equal"

```
↑ anItem
  ifNil: [0]
  ifNotNil: [aPool findFirst: [ :each |
    each hash = anItem hash
    "double check when hash is equal (can be a collision)"
    and: [each = anItem] ] ]
```

If we look at our segment AB example, we want to establish segment AB and segment BA as the same mathematics object.

In DrGeo, the geometric object model uses the template method pattern to establish how equality is articulated:

**DrGMathItem>=> aMathItem**

```
↑ aMathItem isMathItem
  and: [self basicType == aMathItem basicType
  and: [self nodeType == aMathItem nodeType
  and: [self parentsEqual: aMathItem] ] ]
```

For a segment defined by two points, `basicType` is `#segment` and `nodeType` is `#'2pts'`.

The subclasses of `DrGMathItem` implement the `parentsEqual:`. In `DrGSegment2ptsItem`, we cross-check if the extremities of the segments are the same points:

<sup>2</sup> The item are not built in the factory, this process is factored out in a family of builder classes discussed in the next section.

**parentsEqual: aMathItem**

```
↑ parents asSet = aMathItem parents asSet
```

Comparing can be slow, therefore we compare first the hash value of each object, pre-computed:

**rehash**

```
↑ hash := (parents asSet hash
bitXor: self nodeType hash)
bitXor: self basicType hash
```

These details show the tricky part in this pattern: how to establish two objects are identical. With objects representing mathematics items, it is difficult; the identity check done by DrGeo is very limited. After all, we could have two segments mathematically identical through a process of transformations, and only a mathematics solver could establish it.

## 7.3 Builder

A builder is an object specialized to construct one or several types of objects. The type of the constructed object depends on the nature of the inputs sent to the builder. Explained differently, depending on input received by the builder, it will figure out what and how to construct a new object with the provided inputs.

In DrGeo, there is a whole hierarchy of 39 builders. The abstract class `DrGMathItemBuilder` provides the general mechanism through template methods. When an object is added to the builder, first it is asked if it is wanted or not. Next, once the object is added to the builder, it is asked if the builder is ready to build a new object. If so, an event is propagated to whatever is listening:

**add: aMathItemCollection at: aPoint**

```
"
Add a math item in the selection list of the builder, aPoint is the position where the ac-
tion took place. Return true if mathItem accepted
"
↑ (self isWanted: aMathItemCollection at: aPoint)
and: [
self addItem: aMathItemCollection at: aPoint.
"Are we done? If so notify our dependent"
self readyToBuild ifTrue: [self triggerEvent: #readyToBuild].
true]
```

Let's look at the subclass `DrGBuilderMiddle`, a builder to construct the middle of two points or a segment.

```
DrGMathItemBuilder subclass: #DrGMiddleBuilder
instanceVariableNames: 'pointA pointB segment'
classVariableNames: ''
poolDictionaries: ''
category: 'DrGeo-Presenter-Builder'
```

The methods are overridden to fit the task. The middle builder filters items which are either point or segment and, depending on the history of the already added item to the builder:

**isWanted: aMathItemCollection**

```

↑ aMathItemCollection notEmpty
and: [
    (aMathItemCollection first isPointItem and: [aMathItemCollection first ~= pointA])
    or: [aMathItemCollection first isSegmentItem and: [pointA isNil]] ]

```

Observe a segment is not wanted if a point – pointA – was already provided to the builder.

Adding an item to a builder also depends on the history of added items; pointB will be set once pointA is already known:

**addItem: aMathItemCollection at: aPoint**

```

super addItem: aMathItemCollection at: aPoint.
aMathItemCollection first isPointItem
ifTrue: [
    pointA ifNil: [
        pointA := aMathItemCollection first.
        ↑ self].
    pointB ifNil: [
        pointB := aMathItemCollection first.
        ↑ self ] ]
ifFalse: [segment := aMathItemCollection first]

```

Once the segment or the point A and B are known, we are ready to build the middle point:

**readyToBuild**

```

↑ segment notNil or: [pointA notNil and: [pointB notNil]]

```

In the DrGeo GUI, each builder is associated with a tool activated by a button or a menu entry. A builder is very handy to both give feedback to the user and to interpret what the user wants to do.

For example with the DrGMiddleBuilder:

- **Feedback.** Thanks to the #isWanted: message, DrGeo selectively shows balloon text on the relevant mathematics items to the builder

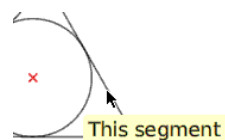


Figure 7.2: A balloon text indicates this segment can be selected

but does not when hovering non relevant mathematics items

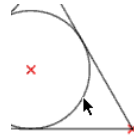


Figure 7.3: No balloon text indicates this circle can't be selected

- **Interpret.** Once a mathematics item is added to the builder, the `#isWanted:` discards additional options for future selection

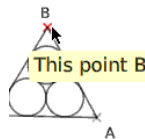


Figure 7.4: Point A was selected, it can't be selected again nor the segment AB, but point B can

## 7.4 Template Method

This pattern is massively used, very likely it is present in your code. The principle is to write the structure of a method in an abstract class. The method uses auxiliary methods implemented in sub-classes, each one with a different and specific implementation. In the abstract class, these methods will respond `self subclassResponsibility` or provide a minimal implementation to be overridden in sub-classes.

In Section 7.2 [Flyweight], page 69, we mentioned briefly the template method pattern in a use case to implement equality between two mathematics items:

**DrGMathItem >>= aMathItem**

```

↑ aMathItem isMathItem
and: [self basicType == aMathItem basicType
and: [self nodeType == aMathItem nodeType
and: [self parentsEqual: aMathItem] ] ]

```

Although `DrGMathItem` provides a simple implementation of `parentsEqual:`,

**parentsEqual: aMathItem**

```

↑ parents = aMathItem parents

```

many of its subclasses override it to adjust to the mathematics item:

**DrGAngleBisector3ptsItem >>parentsEqual: aMathItem**

```

↑ parents = aMathItem parents
or: [parents reverse = aMathItem parents]

```

```

DrGPolygonNptsItem>>parentsEqual: aPolygon
  | shiftedCollection |
  parents size = aPolygon parents size ifFalse: [↑ false].
  shiftedCollection := parents.
  shiftedCollection size timesRepeat: [
    shiftedCollection = aPolygon parents ifTrue: [↑ true].
    shiftedCollection := shiftedCollection shiftRight].
  shiftedCollection := parents reverse.
  shiftedCollection size timesRepeat: [
    shiftedCollection = aPolygon parents ifTrue: [↑ true].
    shiftedCollection := shiftedCollection shiftRight].
  ↑ false

```

In the Section 7.3 [Builder], page 71, we have a template method too to decide when to add a mathematics item to a builder:

```

add: aMathItemCollection at: aPoint
  ↑ (self isWanted: aMathItemCollection at: aPoint)
  and: [
    self addItem: aMathItemCollection at: aPoint.
    "Are we done? If so notify our dependent"
    self readyToBuild ifTrue: [self triggerEvent: #readyToBuild].
    true]

```

This time the `isWanted:` and `readyToBuild` methods are not implemented in the top class of the builder hierarchy:

```

isWanted: aMathItemCollection
  " Check if the builder is interested by aMathItem "
  self subclassResponsibility

```

```

readyToBuild
  "Can the builder build the math item now?"
  self subclassResponsibility

```

Only subclasses implement the behavior to fit their purpose. For example, in `DrGLocusBuilder`:

```

isWanted: aMathItemCollection
  ↑ aMathItemCollection notEmpty and: [
    (aMathItemCollection first isPointItemOnCurve and: [freePoint isNil])
    or: [aMathItemCollection first isConstrainedPointItem and: [constrainedPoint isNil]] ]

```

**readyToBuild**

↑ freePoint notNil and: [constrainedPoint notNil]

**buildItem** is another template method. It builds an item once enough relevant mathematics items were added to the builder:

**buildItem**

```

| itemDefinitions |
itemDefinitions := self mathItemClass.
↑ itemDefinitions isCollection
  iffFalse: [{itemDefinitions newWith: self arguments in: presenter}]
  ifTrue: [point := point + (0.2@1.3).
    itemDefinitions collect: [:class |
      point := point - (0@0.5).
      class newWith: self arguments in: presenter]]

```

Its abstract methods **mathItemClass** and **arguments** are implemented in the subclasses. Again, for locus:

**mathItemClass**

↑ DrGLocus2ptsItem

**arguments**

↑ {freePoint. constrainedPoint}

The builder pattern is very handy to deal with the complexity of constructing various kinds of objects, each one with its own constraints. In DrGeo, a builder is associated with a tool and state to manage its input and its progress toward creating the new mathematics item. We present tool and state in the next section.

## 7.5 State

In DrGeo, when the user clicks on a button to operate on the sketch, it is selecting a tool: to move items, to edit the styles, to delete items, to create new ones, etc.

A tool is often associated with a builder, and it can handle different states through dedicated methods. Possible states are: **handleChoice:**, **handleMouseAt:**, **handlePress:**, **handlePressShiftKey:**, **handleRelease**, **handleReleaseShiftKey**, **handleShiftKey:**, **handleShiftKey-MouseAt:**, **handleStillPress:**

The **DrGDrawable** class, a **Morph** used as a canvas for the sketch, is responsible for the low-level duty of translating user actions with pointer and keyboard to message sending to one of the methods enumerated above.

The messages are sent to the current tool. For example, when the pointer is hovering the sketch:

```

DrGDrawable>>mouseHover: evt localPosition: localEventPosition
    "handle mouse move with button up"
    localEventPosition = prevMousePos ifTrue: [↑ self]. "nothing to process"
    evt shiftPressed
        ifTrue: [self tool handleShiftKeyMouseAt: localEventPosition]
        ifFalse: [self tool handleMouseAt: localEventPosition].
    prevMousePos := localEventPosition

```

Or the user clicks somewhere with button 1:

```

DrGDrawable>>mouseButton1Down: evt localPosition: localPosition
    evt shiftPressed
        ifTrue: [self tool handlePressShiftKey: localPosition ]
        ifFalse: [self tool handlePress: localPosition].
    self showUnderMouseMorph

```

Or when button 2 is released:

```

DrGDrawable>>mouseButton1Up: evt localPosition: localPosition
    evt shiftPressed
        ifTrue: [self tool handleReleaseShiftKey: localPosition]
        ifFalse: [self tool handleRelease: localPosition ].
    (self localBounds containsPoint: localPosition)
        ifFalse: [Cursor normalCursorWithMask activateCursor]

```

The state design pattern works with two hierarchies of classes: the contexts and the states. In DrGeo, a context is the tool currently in use, DrGTool is the root of this hierarchy. A tool can be in various internal states; therefore, the tool dispatches to its internal state the responsibility to handle the user actions:

```

DrGTool>>handleMouseAt: aPoint
    ↑ self state handleMouseAt: aPoint

```

Or

```

DrGTool>>handlePressShiftKey: aPoint
    ↑ self state handlePressShiftKey: aPoint

```

The DrGBuildTool is the tool to construct new items; it comes with a builder as described in Section 7.3 [Builder], page 71:

```

DrGTool subclass: #DrGBuildTool
    instanceVariableNames: 'selectedMorphs builder'
    classVariableNames: "
    poolDictionaries: "
    category: 'DrGeo-Presenter-Tool'

```



When a tool is initialized, it is set to a default neutral state:

**DrGBuildTool>>initialize**

```
super initialize.
self switchState: DrGBuildToolState.
selectedMorphs := OrderedCollection new
```

**DrGTool>>switchState: aStateClass**

```
self state: (aStateClass new context: self)
```

The build tool lets the user define a new mathematics item by selecting existing items in a sketch. The relevant message is `handlePress::`:

**DrGBuildToolState>>handlePress: aPoint**

```
"Return true if we process something (including additional user choice)"
| morphs |
self drawable hideTip.
self context last: aPoint.
morphs := self context relevantMorphsNear: aPoint.
morphs size = 1 ifTrue: [
    self handleChoice: morphs.
    ↑ true].
(morphs size = 0 and: [self context isWanted: #() ]) ifTrue: [
    self handleChoice: morphs.
    ↑ true].
"More than one math item under mouse, user must choose one item"
morphs size >= 2 ifTrue: [
    "Display a pop-up menu to select one item"
    self context chooseMorph: morphs.
    ↑ true].
↑ false
```

The `DrGBuildTool` has only one state. The `DrGSelectTool` is much more interesting as it comes with 9 different states.

With this tool, the user interacts with the sketch by dragging items, reassigning points, or even cloning items.

**initialize**

```
self reset.
builder := DrGCloneBuilder new
```

The tool is initialized in a neutral state:

```

reset
  super reset.
  start := nil.
  self switchState: DrGSelectToolStateNeutral.
  mathItems := nil.
  builder ifNotNil: [builder reset]

```

It is therefore enlightening to look at the handlers of this state. For example, when hovering a sketch (`#handleMouseAt:`), the pointer shape is adjusted to a pointing hand to inform the user something can be grabbed:

```

DrGSelectToolStateNeutral>>handleMouseAt: aPoint
  | processSomething |
  (processSomething := super handleMouseAt: aPoint)
    ifTrue: [Cursor webLinkCursor activateCursor]
    ifFalse: [Cursor normalCursorWithMask activateCursor].
  ↑ processSomething

```

More interestingly, when the mouse button is pressed (`#handlePress:`) on a relevant item, the tool is switched to a grabbed state with class `DrGSelectToolStateGrabbed`:

```

DrGSelectToolStateNeutral>>handlePress: aPoint
  | morphs griddedPoint |
  self drawable hideTip.
  griddedPoint := self context gridPoint: aPoint.
  morphs := self context relevantMorphsNear: aPoint.
  morphs size = 1
    ifTrue: [
      self context last: griddedPoint.
      self context morph: morphs first.
      self context updateDirtyItemsList.
      self switchState: DrGSelectToolStateGrabbed.
      ↑ true ].
  "More than one math item under mouse"
  morphs size > 1
    ifTrue: [
      self context last: griddedPoint.
      self context chooseMorph: morphs.
      ↑ true ].
  "The user clicked in the background, clear the selection"
  self context reset.
  ↑ false

```

It offers two dedicated handlers. In case the mouse button is released (`#handleRelease:`) while in grabbed state, the tool switches back to neutral state:

```
DrGSelectToolStateGrabbed>>handleRelease: aPoint
    self switchState: DrGSelectToolStateNeutral.
    self context reset.
    "After move event rehash the the free positionable item"
    self context factory rehash
```

If instead the mouse is moving (`#handleMouseAt:`), the tool switches to a dragged state with class `DrGSelectToolStateDragged`:

```
DrGSelectToolStateGrabbed>>handleMouseAt: aPoint
    "The user is moving, switch to dragging state"
    self context
        start: aPoint;
        last: aPoint.
    self context morph isBitmap
        ifTrue: [self switchState: DrGSelectToolStateDraggedBitmap]
        ifFalse: [self drawable dottedLinesToParentsOf: self mathItem.
            self switchState: DrGSelectToolStateDragged].
    ↑ true
```

Understanding how the state of a given tool – or context in the State design pattern terminology – changes is complex to follow. Knowing how the pattern works is fundamental to understand what is going on. This pattern proved to be useful to handle the complexity of a collection of GUI tools, each one with its own way to interact with the UI environment.

Sequence diagrams help to have a global understanding of the flow of states in a given tool.

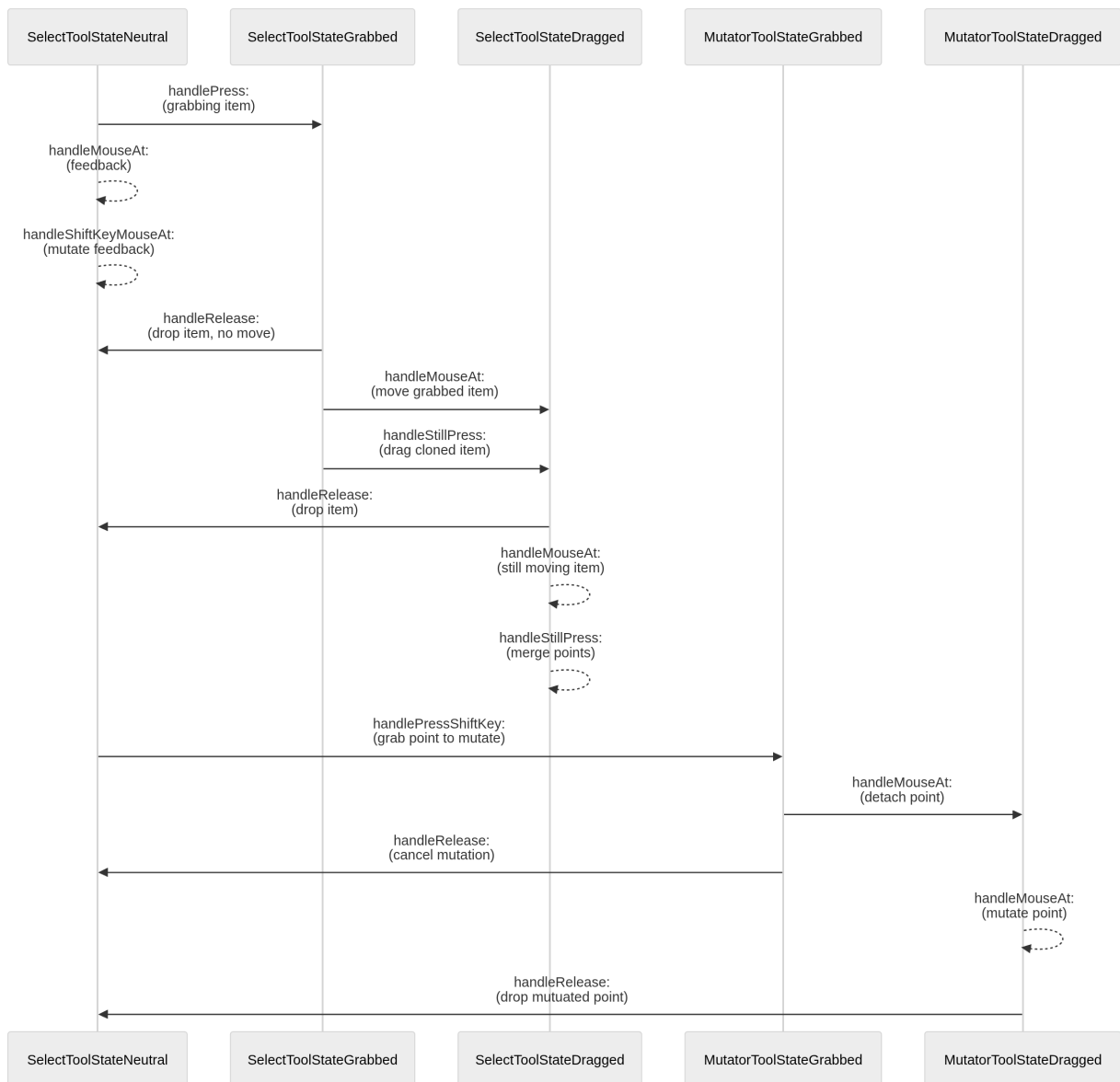


Figure 7.5: States sequence of the Select tool

## 7.6 Bridge

The Cuis-Smalltalk graphic system is organized in two hierarchies of classes:

- The **MorphicCanvas** hierarchy offers 2D drawing services. Notable subclasses are the **BitBltCanvas** based on the original Smalltalk-80 Bits Block Transfer service, the **Vector Graphics** service specific to the Cuis-Smalltalk system, and the **Hybrid** service using simultaneously the two previous services for both efficiency and high rendering quality (**HybridCanvas**).
- The **VectorEngine** hierarchy offers the concrete implementation of the graphic rendering. In the sub-hierarchy **VectorEngineSmalltalk** is the pure Smalltalk implementation for research and debugging purposes. In the sub-hierarchy **VectorEngineWithPlugin** is

the C implementations for optimal speed rendering. Both offer various quality and speed rendering options with specific classes.

The `MorphicCanvas` hierarchy represents the **Abstraction** part, and the `VectorEngine` hierarchy is the **Implementation** part of the graphic system. It is an example of the Bridge pattern in the Cuis-Smalltalk system.

The abstraction part represents the public protocol used for drawing the Morphs on the screen. Depending on the type of canvas, different rendering engines are then used.

The `AbstractVectorCanvas` is the default abstraction used in the Cuis-Smalltalk system. Observe its protocol largely inspired by SVG:

**Sample01Star>>drawOn: aCanvas**

```
aCanvas strokeWidth: 12 color: 'Color lightOrange' do: [
  aCanvas
    moveTo: '(Point rho: 100 theta: 90 degreesToRadians)';
    lineTo: '(Point rho: 100 theta: (360/5*2+90) degreesToRadians)';
    lineTo: '(Point rho: 100 theta: (360/5*4+90) degreesToRadians)';
    lineTo: '(Point rho: 100 theta: (360/5*6+90) degreesToRadians)';
    lineTo: '(Point rho: 100 theta: (360/5*8+90) degreesToRadians)';
    lineTo: '(Point rho: 100 theta: 90 degreesToRadians)' ]
```

`DrGeo` uses this abstraction to implement its own canvas (`DrGSvgCanvas`) to render a sketch in a SVG file. It follows the public protocol of `AbstractVectorCanvas`. The choice was made to make an implementation from the **Abstraction** hierarchy and not the **Implementation** one because the former is used as a parameter in the Morph's `drawOn:` method.

In See [Sample01Star], page 81, drawing method, the used protocol to implement in `DrGSvgCanvas` is `#strokeWidth:color:do:`, `#moveTo:`, and `#lineTo:`.

Observe the implementations, in `AbstractVectorCanvas`:

**strokeWidth: strokeWidth color: aStrokeColor do: pathCommandsBlock**

```
"Prepare parameters for drawing stroke."
self initForPath.
engine
  strokeWidth: strokeWidth
  color: aStrokeColor
  do: pathCommandsBlock
```

Then in `DrGSvgCanvas`:

**strokeWidth: strokeWidth color: strokeColor do: pathCommandsBlock**

```
self pathStrokeWidth: strokeWidth color: strokeColor fillColor: nil.
self doPath: pathCommandsBlock ensureClosePath: false
```

And at some point, operations occur in the XML tree:

```

pathStrokeWidth: strokeWidth color: strokeColor strokeDashArray: sda fillColor: fillColor
  pathNode := XMLElement named: #path.
  self
    styleOf: pathNode
    StrokeWidth: strokeWidth
    color: strokeColor
    strokeDashArray: sda
    fillColor: fillColor.
  ↑ pathNode

```

Same goes for `lineTo`:

```

AbstractVectorCanvas>>lineTo: aPoint
  engine lineTo: aPoint.
  currentPoint := aPoint.
  lastControlPoint := currentPoint

```

```

DrGSvgCanvas>>lineTo: point
  firstPoint ifNil: [↑ self].
  self addPathCommands: 'L ', point printMini.
  currentPoint := point

```

`DrGSvgCanvas` implements partially the public protocol of `AbstractVectorCanvas`, restricted to the part used by `DrGeo`. It weighs only 33 methods, and among them, only 17 are from the canvas abstraction.

## 7.7 Strategy

To manage the diversity of the operating systems and hosts a Cuis-Smalltalk application is running on, the strategy pattern is handy.

In `DrGeo`, it is implemented with a hierarchy of `DrGPlatform`, each one with its own strategy to access resources and preferences in the host: `DrGWorkstation` to operate on personal computers, `DrGDevelopment` to operate on developer mode, `DrGAndroid` and `DrGiPad` on tablets. The two latter ones are not implemented anymore as `DrGeo` is not ported anymore to these devices.

Then, in the `DrGeoSystem` class, it is decided which kind of platform to use, depending on how the system is configured:

```

DrGeoSystem>>beWorkstation
  platform := DrGWorkstation new

```

Or

**DrGeoSystem>>beDevelopment**

"Be like the Cuis environment for DrGeo development"

platform := DrGDevelopment new

The resources are accessed from the DrGeoSystem public class protocol without knowing which platform is used underneath:

**DrGeoSystem class>>iconsPath**

↑ platform iconsPath

It depends on the selected platform, only known by DrGeoSystem:

**DrGPlatform>>iconsPath**

↑ self resourcesPath / 'icons'

**DrGWorkstation>>iconsPath**

↑ self resourcesPath / 'graphics' / 'iconsSVG'

## Appendix A Documents Copyright

### Cuis-Smalltalk mascot



The southern mountain cavy (*Microcavia australis*) is a species of South American rodent in the family Caviidae.

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## Appendix B The Exercises

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## Appendix C Solutions to the Exercises

### Layout Components (Solutions)

#### Exercise 2.1

Right after instantiating the boxes, add these two lines:

```
box1 layoutSpec offAxisEdgeWeight: #rowTop.  
box3 layoutSpec offAxisEdgeWeight: #rowBottom.
```

box2 is centered by default.

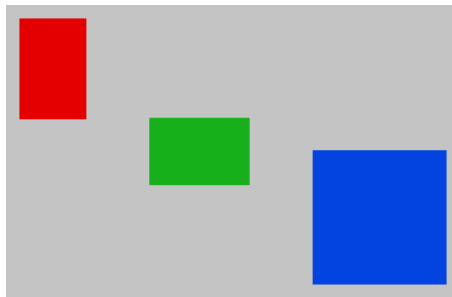


Figure C.1: Top to down

#### Exercise 2.2

Edit the example as follow:

```
...  
spacer1 layoutSpec proportionalWidth: 1.  
...  
spacer2 layoutSpec proportionalWidth: 3.  
...
```

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## Appendix F Memory Game v1

Download MemoryPackage v1 (<https://github.com/DrCuis/DesignGUI/blob/main/misc/MemoryGameV1.pck.st>)

```
'From Cuis7.3 [latest update: #7095] on 10 April 2025 at 10:53:03 am'!
'Description '!
!provides: 'MemoryGameV1' 1 6!
SystemOrganization addCategory: #MemoryGameV1!

!classDefinition: #MemoryCard category: #MemoryGameV1!
PluggableButtonMorph subclass: #MemoryCard
    instanceVariableNames: 'cardColor done'
    classVariableNames: ''
    poolDictionaries: ''
    category: 'MemoryGameV1'!
!classDefinition: 'MemoryCard class' category: #MemoryGameV1!
MemoryCard class
    instanceVariableNames: ''!

!classDefinition: #MemoryGameWindow category: #MemoryGameV1!
SystemWindow subclass: #MemoryGameWindow
    instanceVariableNames: 'size cards tupleSize statusBar playground playing'
    classVariableNames: ''
    poolDictionaries: ''
    category: 'MemoryGameV1'!
!classDefinition: 'MemoryGameWindow class' category: #MemoryGameV1!
MemoryGameWindow class
    instanceVariableNames: ''!

!MemoryGameWindow commentStamp: '<historical>' prior: 0!
A memory game based on finding identical squares of the same color.!

!MemoryCard methodsFor: 'initialization' stamp: 'hlsf 3/15/2025 15:39:10'!
defaultColor
    ^ Color white! !

!MemoryCard methodsFor: 'initialization' stamp: 'hlsf 3/15/2025 18:38:45'!
initialize
    super initialize.
    done := false! !

!MemoryCard methodsFor: 'accessing' stamp: 'hlsf 3/15/2025 14:48:44'!
cardColor
    "Answer the value of cardColor"

    ^ cardColor! !

!MemoryCard methodsFor: 'accessing' stamp: 'hlsf 3/15/2025 14:48:44'!
cardColor: anObject
    "Set the value of cardColor"

    cardColor := anObject! !

!MemoryCard methodsFor: 'accessing' stamp: 'hlsf 3/15/2025 18:40:42'!
setDone
    done := true.! !

!MemoryCard methodsFor: 'testing' stamp: 'hlsf 3/15/2025 18:38:55'!
isDone
    ^ done! !
```

```

!MemoryCard methodsFor: 'testing' stamp: 'hlsf 3/15/2025 18:21:22'!
isFlipped
    ^ color = cardColor ! !

!MemoryCard methodsFor: 'action' stamp: 'hlsf 3/15/2025 18:21:22'!
flip
    color := self isFlipped ifTrue: [self defaultColor] ifFalse: [cardColor ].
    self redrawNeeded ! !

!MemoryGameWindow methodsFor: 'testing' stamp: 'hlsf 4/10/2025 10:52:04'!
isGameWon
    ^ (cards elements select: #isDone) size = (size x * size y) ! !

!MemoryGameWindow methodsFor: 'testing' stamp: 'hlsf 3/18/2025 23:42:35'!
isPlayed
    ^ playing ! !

!MemoryGameWindow methodsFor: 'testing' stamp: 'hlsf 3/18/2025 23:42:45'!
isStopped
    ^ playing not ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/15/2025 18:52:39'!
adoptWidgetsColor: paneColor
    " Does nothing, let the buttons have their own colors " ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 4/10/2025 10:51:16'!
doneCards
    ^ cards elements select: #isDone ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 4/10/2025 10:40:18'!
flippedCards
    ^ cards elements select: [:aCard | aCard isDone not and: [aCard isFlipped]] ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/16/2025 17:16:57'!
message: aText
    statusBar contents: aText ;
    redrawNeeded ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/19/2025 16:32:10'!
undoneCards
    ^ cards elements asOrderedCollection
        removeAll: self doneCards;
        yourself. ! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/15/2025 18:24:23'!
distributeColors
    | colors |
    colors := OrderedCollection new.
    size x * size y / tupleSize timesRepeat: [colors add: Color random].
    tupleSize - 1 timesRepeat: [colors := colors, colors].
    ^ colors ! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/18/2025 23:42:09'!
initialize
    super initialize.
    size := 4 @ 3.
    tupleSize := 2.
    playing := true.
    playground := LayoutMorph newColumn.
    self installToolbar.
    self addMorph: playground.
    self installCards.
    self installStatusBar ! !

```

```

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/18/2025 23:40:41'!
installCards
    | colors row |
    playground removeAllMorphs.
    cards := Array2D newSize: size.
    colors := self distributeColors shuffled .
    1 to: size y do: [:y |
        row := LayoutMorph newRow.
        1 to: size x do: [:x | | card |
            card := MemoryCard model: self action: #flip: actionArgument: x@y.
            card layoutSpec proportionalWidth: 1; proportionalHeight: 1.
            card cardColor: colors removeFirst.
            row addMorph: card.
            cards at: x@y put: card ].
        playground addMorph: row ]! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/18/2025 23:14:00'!
installStatusBar
    statusBar := TextParagraphMorph new
        padding: 2;
        color: Color transparent;
        borderWidth: 1;
        borderColor: self borderColor twiceLighter ;
        setHeightOnContent.
    self addMorph: statusBar layoutSpec: LayoutSizeSpec new useMorphHeight.
    self message: 'Welcome to ', 'Memory Game' bold! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/18/2025 23:30:19'!
installToolbar
    | toolbar button |
    toolbar := LayoutMorph newRow separation: 2.
    button := PluggableButtonMorph model: self action: #startGame ::
        enableSelector: #isStopped;
        icon: Theme current playIcon;
        borderWidth: 2;
        borderColor: Color black;
        setBalloonText: 'Play the game';
        morphExtent: 32 asPoint.
    toolbar addMorph: button.
    button := PluggableButtonMorph model: self action: #stopGame ::
        enableSelector: #isPlayed;
        icon: Theme current stopIcon;
        setBalloonText: 'Stop the game';
        morphExtent: 32 asPoint.
    toolbar addMorph: button.
    self addMorph: toolbar layoutSpec: LayoutSizeSpec new useMorphHeight
! !

!MemoryGameWindow methodsFor: 'updating' stamp: 'hlsf 3/19/2025 16:37:56'!
flip: position
    | flippedCards |
    (cards at: position) flip; lock.

    " Detect if all flipped cards share the same color "
    flippedCards := self flippedCards.
    (flippedCards collect: [:aCard | aCard cardColor]) asSet size = 1 iffFalse: [
        "Give some time for the play to see the color of this card "
        self message: 'Colors do not match!!'.
        self world doOneCycleNow.
        (Delay forSeconds: 1) wait.
        " Color does not match, unflip the flipped card and unlock "
        flippedCards do: [:aCard | aCard flip; unlock].
        ^ self].

    flippedCards size = tupleSize iffTrue: [

```



```

    " We found a n-tuple!! "
    self message: 'Great!!' bold, ' You find a ', tupleSize asString, '-tuple!!'.
    flippedCards do: #flash.
    flippedCards do: #setDone.
    self isGameWon ifTrue: [
        self message: 'Congatulation, you finished the game!!' bold red.
        playing := false] ]! !

!MemoryGameWindow methodsFor: 'updating' stamp: 'hlsf 3/19/2025 16:39:39'!
startGame
    self installCards.
    playing := true.
    self message: 'Starting a new game' bold green! !

!MemoryGameWindow methodsFor: 'updating' stamp: 'hlsf 3/19/2025 16:36:36'!
stopGame
    playing := false.
    self message: 'Game over'.
    self undoneCards do: [:aCard |
        aCard flash; flip.
        self world doOneCycleNow]! !

```

## Appendix G Memory Game v2

Download MemoryPackage v2 (<https://github.com/DrCuis/DesignGUI/blob/main/misc/MemoryGameV2.pck.st>)

```
'From Cuis7.3 [latest update: #7095] on 10 April 2025 at 10:56:43 am'!
'Description '!
!provides: 'MemoryGameV2' 1 9!
SystemOrganization addCategory: 'MemoryGameV2'!

!classDefinition: #MemoryCardModel category: 'MemoryGameV2'!
Object subclass: #MemoryCardModel
  instanceVariableNames: 'flipped done color'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV2'!
!classDefinition: 'MemoryCardModel class' category: 'MemoryGameV2'!
MemoryCardModel class
  instanceVariableNames: ''!

!classDefinition: #MemoryGame category: 'MemoryGameV2'!
Object subclass: #MemoryGame
  instanceVariableNames: 'model view playing'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV2'!
!classDefinition: 'MemoryGame class' category: 'MemoryGameV2'!
MemoryGame class
  instanceVariableNames: ''!

!classDefinition: #MemoryGameModel category: 'MemoryGameV2'!
Object subclass: #MemoryGameModel
  instanceVariableNames: 'size tupleSize cards'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV2'!
!classDefinition: 'MemoryGameModel class' category: 'MemoryGameV2'!
MemoryGameModel class
  instanceVariableNames: ''!

!classDefinition: #MemoryGameWindow category: 'MemoryGameV2'!
SystemWindow subclass: #MemoryGameWindow
  instanceVariableNames: 'presenter statusBar playground'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV2'!
!classDefinition: 'MemoryGameWindow class' category: 'MemoryGameV2'!
MemoryGameWindow class
  instanceVariableNames: ''!

!MemoryGame commentStamp: '<historical>' prior: 0!
I am the presenter of the Memory Game. I create the model of the game and I handle the user interaction.!

!MemoryGameWindow commentStamp: '<historical>' prior: 0!
A memory game based on finding identical squares of the same color.!

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 13:14:16'!
backColor
  ^ Color white! !

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 13:31:11'!
```

```

color
  ^ color! !

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 13:31:11'!
color: anObject
  color := anObject! !

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 13:30:03'!
setDone
  done := true! !

!MemoryCardModel methodsFor: 'testing' stamp: 'hlsf 3/22/2025 13:30:12'!
isDone
  ^ done! !

!MemoryCardModel methodsFor: 'testing' stamp: 'hlsf 3/22/2025 13:15:39'!
isFlipped
  ^ flipped! !

!MemoryCardModel methodsFor: 'updating' stamp: 'hlsf 3/22/2025 19:40:34'!
flip
  | newColor |
  flipped := flipped not.
  newColor := flipped ifTrue: [color] ifFalse: [self backColor].
  self triggerEvent: #color with: newColor! !

!MemoryCardModel methodsFor: 'updating' stamp: 'hlsf 3/22/2025 15:53:33'!
flipFlash
  self flip.
  self triggerEvent: #flash! !

!MemoryCardModel methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 13:28:57'!
initialize
  super initialize.
  done := flipped := false! !

!MemoryGame methodsFor: 'callback ui' stamp: 'hlsf 3/29/2025 23:00:43'!
flip: position
  | flippedCards |
  (model cards at: position)
    flip;
    triggerEvent: #lock.
  flippedCards := model flippedCards.
  " Do the flipped cards share the same color? "
  (flippedCards collect: [:aCard | aCard color]) asSet size = 1 ifFalse: [
    " NO "
    " Some delay for the player to see the colors of these flipped cards "
    view message: 'Colors do not match!!'.
    view world doOneCycleNow.
    (Delay forSeconds: 1) wait.
    " Unflip and unlock the flipped cards "
    flippedCards do: [:aCard |
      aCard flip;
      triggerEvent: #flash;
      triggerEvent: #unlock].
    ^ self].

  flippedCards size = model tupleSize ifTrue: [
    " We found a n-tuple!! "
    view message: 'Great!!' bold, ' You find a ', model tupleSize asString, '-tuple!!'.
    flippedCards do: [:aCard | aCard triggerEvent: #flash].
    flippedCards do: #setDone.
    model isGameWon ifTrue: [
      view message: 'Congratulation, you finished the game!!' bold red.
      playing := false] ]! !

```

```

!MemoryGame methodsFor: 'callback ui' stamp: 'hlsf 3/22/2025 22:28:33'!
startGame
    model installCardModels.
    view installCards.
    view message: 'Starting a new game' bold green.
    view setLabel: 'P L A Y I N G'.
    playing := true.
! !

!MemoryGame methodsFor: 'callback ui' stamp: 'hlsf 3/22/2025 22:27:53'!
stopGame
    playing := false.
    view message: 'Game over'.
    view setLabel: 'G A M E   S T O P P E D'.
    model undoneCards do: [:aCard |
        aCard triggerEvent: #flash; flip.
        view world doOneCycleNow]! !

!MemoryGame methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 22:25:51'!
initialize
    model := MemoryGameModel new.
    view := MemoryGameWindow presenter: self.
    self startGame.
    view openInWorld.! !

!MemoryGame methodsFor: 'testing' stamp: 'hlsf 3/22/2025 15:42:24'!
isPlayed
    ^ playing ! !

!MemoryGame methodsFor: 'testing' stamp: 'hlsf 3/22/2025 15:42:35'!
isStopped
    ^ self isPlayed not! !

!MemoryGame methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 22:07:58'!
model
    ^model! !

!MemoryGameModel methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 22:25:40'!
initialize
    size := 4 @ 3.
    tupleSize := 2! !

!MemoryGameModel methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 15:35:13'!
installCardModels
    | colours |
    cards := Array2D newSize: size.
    colours := self distributeColors.
    1 to: size y do: [:y |
        1 to: size x do: [:x |
            cards
                at: x@y
                put: (MemoryCardModel new color: colours removeFirst) ] ]! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:55:08'!
cards
    ^ cards! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:09:23'!
distributeColors
    | colors |
    colors := OrderedCollection new.
    size x * size y / tupleSize timesRepeat: [colors add: Color random].
    tupleSize - 1 timesRepeat: [colors := colors, colors].
    ^ colors shuffled! !

```

```

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 4/10/2025 10:55:03'!
doneCards
    ^ cards elements select: #isDone! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 4/10/2025 10:55:14'!
flippedCards
    ^ cards elements select: [:aCard | aCard isDone not and: [aCard isFlipped]]! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:55:16'!
size
    ^ size! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 19:23:33'!
tupleSize
    ^ tupleSize ! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:10:50'!
undoneCards
    ^ cards elements asOrderedCollection
        removeAll: self doneCards;
        yourself.! !

!MemoryGameModel methodsFor: 'testing' stamp: 'hlsf 4/10/2025 10:54:49'!
isGameWon
    ^ (cards elements select: #isDone) size = (size x * size y)! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/15/2025 18:52:39'!
adoptWidgetsColor: paneColor
    " Does nothing, let the buttons have their own colors " ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/16/2025 17:16:57'!
message: aText
    statusBar contents: aText ;
    redrawNeeded ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:38:00'!
presenter: aPresenter
    presenter := aPresenter.
    self model: presenter model! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 22:25:57'!
initialize
    super initialize.
    playground := LayoutMorph newColumn.
    self installToolbar.
    self addMorph: playground.
    self installStatusBar ! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 22:18:57'!
installCards
    | row size |
    playground removeAllMorphy.
    size := model size.
    1 to: size y do: [:y |
        row := LayoutMorph newRow.
        1 to: size x do: [:x | | cardModel cardView |
            cardModel := model cards at: x@y.
            cardView := PluggableButtonMorph model: presenter action: #flip: actionArgument: x@y.
            cardModel
                when: #color send: #color: to: cardView;
                when: #lock send: #lock to: cardView;
                when: #unlock send: #unlock to: cardView;
                when: #flash send: #flash to: cardView.
            cardView layoutSpec proportionalWidth: 1; proportionalHeight: 1.
        ]
    ]

```

```

        cardView color: cardModel backColor.
        row addMorph: cardView].
    playground addMorph: row ]! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/18/2025 23:14:00'!
installStatusBar
    statusBar := TextParagraphMorph new
        padding: 2;
        color: Color transparent;
        borderWidth: 1;
        borderColor: self borderColor twiceLighter ;
        setHeightOnContent.
    self addMorph: statusBar layoutSpec: LayoutSizeSpec new useMorphHeight.
    self message: 'Welcome to ', 'Memory Game' bold! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 15:40:23'!
installToolbar
    | toolbar button |
    toolbar := LayoutMorph newRow separation: 2.
    button := PluggableButtonMorph model: presenter action: #startGame ::
        enableSelector: #isStopped;
        icon: Theme current playIcon;
        borderWidth: 2;
        borderColor: Color black;
        setBalloonText: 'Play the game';
        morphExtent: 32 asPoint.
    toolbar addMorph: button.
    button := PluggableButtonMorph model: presenter action: #stopGame ::
        enableSelector: #isPlayed;
        icon: Theme current stopIcon;
        setBalloonText: 'Stop the game';
        morphExtent: 32 asPoint.
    toolbar addMorph: button.
    self addMorph: toolbar layoutSpec: LayoutSizeSpec new useMorphHeight
! !

!MemoryGameWindow class methodsFor: 'instance creation' stamp: 'hlsf 3/22/2025 15:37:23'!
presenter: aPresenter
    ^ self basicNew
        presenter: aPresenter ;
        initialize ;
        yourself! !

```

## Appendix H Memory Game v3

Download MemoryPackage v3 (<https://github.com/DrCuis/DesignGUI/blob/main/misc/MemoryGameV3.pck.st>)

```
'From Cuis7.3 [latest update: #7158] on 24 May 2025 at 4:26:24 pm'!
'Description '!
!provides: 'MemoryGameV3' 1 3!
SystemOrganization addCategory: 'MemoryGameV3'!
```

```
!classDefinition: #Command category: 'MemoryGameV3'!
Object subclass: #Command
  instanceVariableNames: 'presenter'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV3'!
!classDefinition: 'Command class' category: 'MemoryGameV3'!
Command class
  instanceVariableNames: ''!

!classDefinition: #PlayCardCommand category: 'MemoryGameV3'!
Command subclass: #PlayCardCommand
  instanceVariableNames: 'status position'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV3'!
!classDefinition: 'PlayCardCommand class' category: 'MemoryGameV3'!
PlayCardCommand class
  instanceVariableNames: ''!

!classDefinition: #CommandManager category: 'MemoryGameV3'!
Object subclass: #CommandManager
  instanceVariableNames: 'stack presenter'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV3'!
!classDefinition: 'CommandManager class' category: 'MemoryGameV3'!
CommandManager class
  instanceVariableNames: ''!

!classDefinition: #MemoryCardModel category: 'MemoryGameV3'!
Object subclass: #MemoryCardModel
  instanceVariableNames: 'flipped done color'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV3'!
!classDefinition: 'MemoryCardModel class' category: 'MemoryGameV3'!
MemoryCardModel class
  instanceVariableNames: ''!

!classDefinition: #MemoryGame category: 'MemoryGameV3'!
Object subclass: #MemoryGame
  instanceVariableNames: 'model view playing cmdManager'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'MemoryGameV3'!
!classDefinition: 'MemoryGame class' category: 'MemoryGameV3'!
MemoryGame class
  instanceVariableNames: ''!

!classDefinition: #MemoryGameModel category: 'MemoryGameV3'!
Object subclass: #MemoryGameModel
```

```

instanceVariableNames: 'size tupleSize cards'
classVariableNames: ''
poolDictionaries: ''
category: 'MemoryGameV3'!
!classDefinition: 'MemoryGameModel class' category: 'MemoryGameV3'!
MemoryGameModel class
instanceVariableNames: ''!

!classDefinition: #CommandStack category: 'MemoryGameV3'!
ReadWriteStream subclass: #CommandStack
instanceVariableNames: ''
classVariableNames: ''
poolDictionaries: ''
category: 'MemoryGameV3'!
!classDefinition: 'CommandStack class' category: 'MemoryGameV3'!
CommandStack class
instanceVariableNames: ''!

!classDefinition: #MemoryGameWindow category: 'MemoryGameV3'!
SystemWindow subclass: #MemoryGameWindow
instanceVariableNames: 'presenter statusBar playground'
classVariableNames: ''
poolDictionaries: ''
category: 'MemoryGameV3'!
!classDefinition: 'MemoryGameWindow class' category: 'MemoryGameV3'!
MemoryGameWindow class
instanceVariableNames: ''!

!Command commentStamp: '<historical>' prior: 0!
An abstract class to represent commands of user actions in the game.
presenter is the game presenter!

!CommandManager commentStamp: '<historical>' prior: 0!
A manager for user commands. At user actions, I create specific instances of command recorded in a stack.!

!MemoryGame commentStamp: '<historical>' prior: 0!
I am the presenter of the Memory Game. I create the model of the game and I handle the user interaction.!

!CommandStack commentStamp: '<historical>' prior: 0!
I am stack of command to execute or to unexecute user action in a Document!

!MemoryGameWindow commentStamp: '<historical>' prior: 0!
A memory game based on finding identical squares of the same color.!

!Command methodsFor: 'command' stamp: 'hlsf 9/10/2024 21:05:57'!
execute
    self subclassResponsibility ! !

!Command methodsFor: 'command' stamp: 'hlsf 9/10/2024 21:06:19'!
unexecute
    self subclassResponsibility ! !

!Command methodsFor: 'accessing' stamp: 'hlsf 5/23/2025 17:18:48'!
presenter: aPresenter
    presenter := aPresenter ! !

!Command methodsFor: 'initialize-release' stamp: 'hlsf 9/10/2024 21:06:12'!
release
    "Let my child do some clean up"! !

!Command class methodsFor: 'instance creation' stamp: 'hlsf 5/23/2025 19:14:23'!
for: aPresenter
    ^ self basicNew
        presenter: aPresenter ;

```



```

        initialize ! !

!PlayCardCommand methodsFor: 'updating' stamp: 'hlsf 5/23/2025 21:50:41'!
backupModels
    | size |
    size := presenter model cards size.
    1 to: size y do: [:y |
        1 to: size x do: [:x | | card |
            card := presenter model cards at: x@y.
            status at: x@y put: (Array with: card isFlipped with: card isDone) ] ] ! !

!PlayCardCommand methodsFor: 'initialization' stamp: 'hlsf 5/23/2025 21:51:00'!
initialize
    status := Array2D newSize: presenter model cards size.
    ! !

!PlayCardCommand methodsFor: 'accessing' stamp: 'hlsf 5/23/2025 22:11:01'!
position: aPoint
    position := aPoint! !

!PlayCardCommand methodsFor: 'command' stamp: 'hlsf 5/23/2025 22:11:47'!
execute
    self backupModels.
    presenter flip: position! !

!PlayCardCommand methodsFor: 'command' stamp: 'hlsf 5/23/2025 22:26:00'!
unexecute
    " Restore the status of the card models "
    | size |
    size := status size.
    1 to: size y do: [:y |
        1 to: size x do: [:x | | cardStatus card |
            card := presenter model cards at: x@y.
            cardStatus := status at: x@y.
            card
                flip: cardStatus first;
                done: cardStatus second ] ] ! !

!CommandManager methodsFor: 'initialize-release' stamp: 'hlsf 5/24/2025 10:00:33'!
initialize
    stack := CommandStack new! !

!CommandManager methodsFor: 'initialize-release' stamp: 'hlsf 5/24/2025 10:00:33'!
release
    stack contents do: [:c | c release].
    stack reset! !

!CommandManager methodsFor: 'commands' stamp: 'hlsf 5/24/2025 10:13:46'!
playCard: position
    | command |
    command := stack nextPut: (PlayCardCommand for: presenter).
    command position: position.
    ^ command execute! !

!CommandManager methodsFor: 'commands' stamp: 'hlsf 5/24/2025 10:00:33'!
redo
    | command |
    command := stack next.
    ^ command
        ifNotNil: [
            command execute.
            true]
        ifNil: [false] ! !

!CommandManager methodsFor: 'commands' stamp: 'hlsf 5/24/2025 10:00:33'!

```

```

undo
    | command |
    command := stack previous.
    ^ command
    ifNotNil: [
        command unexecute.
        true]
    ifNil: [false]! !

!CommandManager methodsFor: 'accessing' stamp: 'hlsf 5/23/2025 17:13:23'!
presenter: aPresenter
    presenter := aPresenter ! !

!CommandManager methodsFor: 'testing' stamp: 'hlsf 5/24/2025 10:02:15'!
canRedo
    ^ stack atEnd not! !

!CommandManager methodsFor: 'testing' stamp: 'hlsf 5/24/2025 10:02:06'!
canUndo
    ^ stack atStart not! !

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 13:14:16'!
backColor
    ^ Color white! !

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 13:31:11'!
color
    ^ color! !

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 13:31:11'!
color: anObject
    color := anObject! !

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 5/23/2025 22:22:01'!
done: boolean
    done = boolean ifTrue: [^ self].
    done := boolean.
    self triggerEvent: (done ifTrue: [#lock] ifFalse: [#unlock])! !

!MemoryCardModel methodsFor: 'accessing' stamp: 'hlsf 5/23/2025 22:18:00'!
flip: boolean
    " Set my flip state and trigger a color event for my view accordingly to my flip state "
    | newColor |
    flipped = boolean ifTrue: [^ self].
    flipped := boolean.
    newColor := flipped ifTrue: [color] ifFalse: [self backColor].
    self triggerEvent: #color with: newColor! !

!MemoryCardModel methodsFor: 'testing' stamp: 'hlsf 3/22/2025 13:30:12'!
isDone
    ^ done! !

!MemoryCardModel methodsFor: 'testing' stamp: 'hlsf 3/22/2025 13:15:39'!
isFlipped
    ^ flipped! !

!MemoryCardModel methodsFor: 'updating' stamp: 'hlsf 5/23/2025 21:56:48'!
flip
    " Reverse my flip state "
    self flip: flipped not! !

!MemoryCardModel methodsFor: 'updating' stamp: 'hlsf 5/23/2025 21:57:23'!
flipFlash
    " Flip & trigger a flash event for my view "
    self flip.

```

```

        self triggerEvent: #flash! !

!MemoryCardModel methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 13:28:57'!
initialize
    super initialize.
    done := flipped := false! !

!MemoryGame methodsFor: 'callback ui' stamp: 'hlsf 5/23/2025 21:53:20'!
flip: position
    | flippedCards |
    (model cards at: position)
        flip;
        triggerEvent: #lock.
    flippedCards := model flippedCards.
    " Do the flipped cards share the same color? "
    (flippedCards collect: [:aCard | aCard color]) asSet size = 1 ifFalse: [
        " NO "
        " Some delay for the player to see the colors of these flipped cards "
        view message: 'Colors do not match!!'.
        view world doOneCycleNow.
        (Delay forSeconds: 1) wait.
        " Unflip and unlock the flipped cards "
        flippedCards do: [:aCard |
            aCard flip;
            triggerEvent: #flash;
            triggerEvent: #unlock].
        ^ self].

    flippedCards size = model tupleSize ifTrue: [
        " We found a n-tuple!! "
        view message: 'Great!!' bold, ' You find a ', model tupleSize asString, '-tuple!!'.
        flippedCards do: [:aCard |
            aCard triggerEvent: #flash;
            done: true].
        model isGameWon ifTrue: [
            view message: 'Congratulation, you finished the game!!' bold red.
            playing := false] ]! !

!MemoryGame methodsFor: 'callback ui' stamp: 'hlsf 3/22/2025 22:28:33'!
startGame
    model installCardModels.
    view installCards.
    view message: 'Starting a new game' bold green.
    view setLabel: 'P L A Y I N G'.
    playing := true.
! !

!MemoryGame methodsFor: 'callback ui' stamp: 'hlsf 5/24/2025 16:24:36'!
stopGame
    playing := false.
    cmdManager release.
    view message: 'Game over'.
    view setLabel: 'G A M E   S T O P P E D'.
    model undoneCards do: [:aCard |
        aCard triggerEvent: #flash; flip.
        view world doOneCycleNow]! !

!MemoryGame methodsFor: 'initialization' stamp: 'hlsf 5/24/2025 10:13:20'!
initialize
    model := MemoryGameModel new.
    cmdManager := CommandManager new :: presenter: self.
    view := MemoryGameWindow presenter: self.
    self startGame.
    view openInWorld.! !

```

```

!MemoryGame methodsFor: 'testing' stamp: 'hlsf 5/24/2025 10:02:37'!
canRedo
    ^ cmdManager canRedo ! !

!MemoryGame methodsFor: 'testing' stamp: 'hlsf 5/24/2025 10:02:28'!
canUndo
    ^ cmdManager canUndo ! !

!MemoryGame methodsFor: 'testing' stamp: 'hlsf 3/22/2025 15:42:24'!
isPlayed
    ^ playing ! !

!MemoryGame methodsFor: 'testing' stamp: 'hlsf 3/22/2025 15:42:35'!
isStopped
    ^ self isPlayed not ! !

!MemoryGame methodsFor: 'accessing' stamp: 'hlsf 5/24/2025 10:07:05'!
cmdManager
    ^ cmdManager ! !

!MemoryGame methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 22:07:58'!
model
    ^model ! !

!MemoryGameModel methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 22:25:40'!
initialize
    size := 4 @ 3.
    tupleSize := 2 ! !

!MemoryGameModel methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 15:35:13'!
installCardModels
    | colours |
    cards := Array2D newSize: size.
    colours := self distributeColors.
    1 to: size y do: [:y |
        1 to: size x do: [:x |
            cards
                at: x@y
                put: (MemoryCardModel new color: colours removeFirst) ] ] ! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:55:08'!
cards
    ^ cards ! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:09:23'!
distributeColors
    | colors |
    colors := OrderedCollection new.
    size x * size y / tupleSize timesRepeat: [colors add: Color random].
    tupleSize - 1 timesRepeat: [colors := colors, colors].
    ^ colors shuffled ! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 4/10/2025 10:55:03'!
doneCards
    ^ cards elements select: #isDone ! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 4/10/2025 10:55:14'!
flippedCards
    ^ cards elements select: [:aCard | aCard isDone not and: [aCard isFlipped] ] ! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:55:16'!
size
    ^ size ! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 19:23:33'!

```

```

tupleSize
  ^ tupleSize ! !

!MemoryGameModel methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:10:50'!
undoneCards
  ^ cards elements asOrderedCollection
    removeAll: self doneCards;
    yourself.! !

!MemoryGameModel methodsFor: 'testing' stamp: 'hlsf 4/10/2025 10:54:49'!
isGameWon
  ^ (cards elements select: #isDone) size = (size x * size y)! !

!CommandStack methodsFor: 'private' stamp: 'hlsf 9/10/2024 21:00:31'!
truncate
  |oldReadLimit|
  oldReadLimit := readLimit.
  readLimit := position.
  oldReadLimit > readLimit ifTrue:
    [readLimit to: oldReadLimit do:
      [:index| collection at: index + 1 put: nil]]! !

!CommandStack methodsFor: 'accessing' stamp: 'hlsf 9/10/2024 21:00:20'!
nextPut: aCommand
  super nextPut: aCommand.
  self truncate.
  ^ aCommand ! !

!CommandStack methodsFor: 'accessing' stamp: 'hlsf 9/10/2024 21:00:26'!
previous
  self position = 0 ifTrue: [^nil].
  self position: self position - 1.
  ^self peek.! !

!CommandStack methodsFor: 'as yet unclassified' stamp: 'hlsf 10/26/2024 14:58:31'!
reset
  super reset.
  self truncate! !

!CommandStack class methodsFor: 'instance creation' stamp: 'hlsf 9/10/2024 21:01:01'!
new
  ^self on: Array new! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/15/2025 18:52:39'!
adoptWidgetsColor: paneColor
  " Does nothing, let the buttons have their own colors " ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/16/2025 17:16:57'!
message: aText
  statusBar contents: aText ;
  redrawNeeded ! !

!MemoryGameWindow methodsFor: 'accessing' stamp: 'hlsf 3/22/2025 15:38:00'!
presenter: aPresenter
  presenter := aPresenter.
  self model: presenter model! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/22/2025 22:25:57'!
initialize
  super initialize.
  playground := LayoutMorph newColumn.
  self installToolbar.
  self addMorph: playground.
  self installStatusBar ! !

```

```

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 5/24/2025 10:08:12'!
installCards
    | row size |
    playground removeAllMorphy.
    size := model size.
    1 to: size y do: [:y |
        row := LayoutMorph newRow.
        1 to: size x do: [:x | | cardModel cardView |
            cardModel := model cards at: x@y.
            cardView := PluggableButtonMorph
                model: presenter cmdManager action: #playCard: actionArgument: x@y.
            cardModel
                when: #color send: #color: to: cardView;
                when: #lock send: #lock to: cardView;
                when: #unlock send: #unlock to: cardView;
                when: #flash send: #flash to: cardView.
            cardView layoutSpec proportionalWidth: 1; proportionalHeight: 1.
            cardView color: cardModel backColor.
            row addMorph: cardView].
        playground addMorph: row ]! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 3/18/2025 23:14:00'!
installStatusBar
    statusBar := TextParagraphMorph new
        padding: 2;
        color: Color transparent;
        borderWidth: 1;
        borderColor: self borderColor twiceLighter ;
        setHeightOnContent.
    self addMorph: statusBar layoutSpec: LayoutSizeSpec new useMorphHeight.
    self message: 'Welcome to ', 'Memory Game' bold! !

!MemoryGameWindow methodsFor: 'initialization' stamp: 'hlsf 5/24/2025 10:32:50'!
installToolbar
    | toolbar button |
    toolbar := LayoutMorph newRow separation: 2.
    button := PluggableButtonMorph model: presenter action: #startGame ::
        enableSelector: #isStopped;
        icon: Theme current playIcon;
        setBalloonText: 'Play the game';
        morphExtent: 32 asPoint.
    toolbar addMorph: button.
    button := PluggableButtonMorph model: presenter action: #stopGame ::
        enableSelector: #isPlayed;
        icon: Theme current stopIcon;
        setBalloonText: 'Stop the game';
        morphExtent: 32 asPoint.
    toolbar addMorph: button.
    button := PluggableButtonMorph model: presenter cmdManager action: #undo ::
        enableSelector: #canUndo;
        icon: Theme current undoIcon ;
        setBalloonText: 'Undo the last play';
        morphExtent: 32 asPoint.
    toolbar addMorph: button.
    button := PluggableButtonMorph model: presenter cmdManager action: #redo ::
        enableSelector: #canRedo;
        icon: Theme current redoIcon ;
        setBalloonText: 'Redo the last play';
        morphExtent: 32 asPoint.
    toolbar addMorph: button.
    self addMorph: toolbar layoutSpec: LayoutSizeSpec new useMorphHeight
! !

!MemoryGameWindow class methodsFor: 'instance creation' stamp: 'hlsf 3/22/2025 15:37:23'!
presenter: aPresenter

```

```
^ self basicNew  
  presenter: aPresenter ;  
  initialize ;  
  yourself! !
```

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