Planned PyQt Programm Loop

UserInterface Object	Selection UI-Object	EditHopper UI-Object	NewRecipe UI-Object	Controller Object

start_programm

After the Ui is started, the ui-object gets activated

activate()

return string_value

loop

if string_value is "edit"
- activate()
- call_back_function()

if string_value is "select"
- activate()
- call_back_function()

if string_value is "new"
- activate()
- call_back_function()

The ui runs in a loop and checks what kind of string_value is returned from an ui-object

if string_value is "command"
- command()
- return string_value

if string_value is "exit"
- close Application

the command return string_value is currently unused

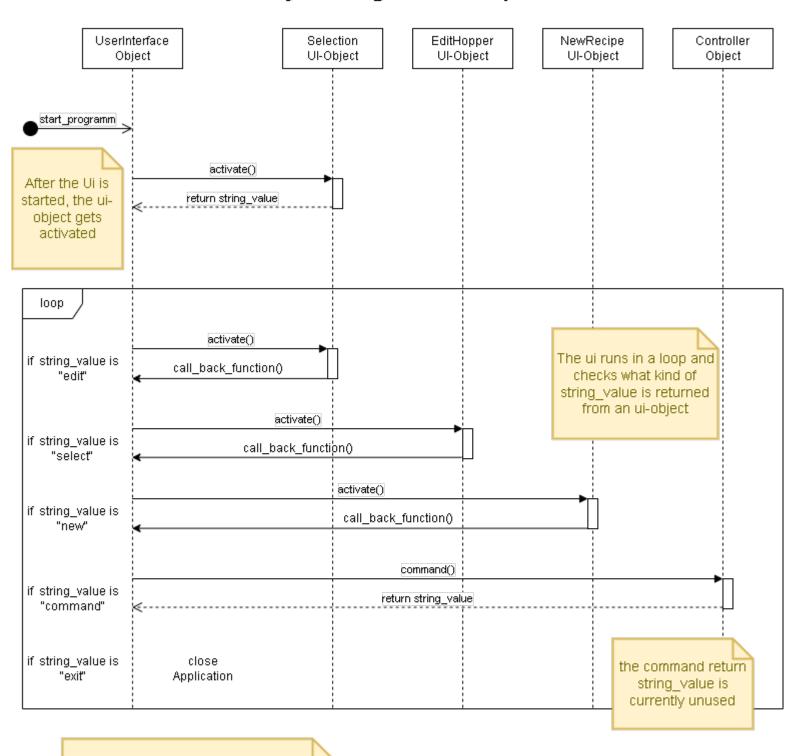**If the string_value is "exit" the application ends. Otherwise the loop continues**

Difference to the console version is that the pyqt version uses call_backs that return strings instead of methods that return strings