**Homework 13B: M6**

**B - Filename, Tag, and Variable Inventory**

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**Table 1. Tag Naming Conventions**

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| **Component Type** | **Standard Tag Name**  (if not using a particular component type, enter NA) |
| Push Button | push\_ |
| Slider | slide\_ |
| Radio Button | radio\_ |
| Checkbox | check\_ |
| Edit Text | edit\_ |
| Static Text | text\_ |
| Pop-up Menu | menu\_ |
| Listbox | list\_ |
| Toggle Button | toggle\_ |
| Table | table\_ |
| Axes | plot\_ |
| Panel | panel\_ |
| Button Group | bgroup\_ |
| Popup box | popup\_ |
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**Table 2. GUI Filename with Associated Tags and Variables**

\*Every single component that your team puts on a GUI that will change or the user interacts with needs to be listed individually here. So this table will be large.

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| --- | --- | --- | --- |
| **GUI Filename** | **GUI component** | **Tag** | **Variable Names:**   * **that must be passed between GUIs** * **that must be assigned to *handles*** |
| compute1 | Edit text box in which user types data file name to upload | edit\_datafile  (edit\_ because it is an Edit Text component) | Loaded data will get parsed into two variables for sharing:  handles.time  handles.rate |
| compute | Push button to send results to results GUI | pb\_compute | Variables send to results.fig:  handles.time  handles.rate  distance |
| compute1 | Exit button – user presses to close the current screen and exit the program. | pb\_exit  (pb\_ because it is a Push Button component) | NA |
| NanoPlane\_ewidlosk.fig | Tension vs time plot, with bounds on tension and time shown | plot\_tension | Total runtime of simulation:  handles.runtime  Set state to either 'success' or 'crashed':  handles.state |
| NanoPlane\_ewidlosk.fig | Start button for simulation | push\_takeoff | Set state to 'simulating':  handles.state |
| NanoPlane\_ewidlosk.fig | Exit button | push\_exit | NA |
| NanoPlane\_ewidlosk.fig | Truss length slider | slide\_truss | Truss length of nanostructure:  handles.truss  handles.mass  handles.strength |
| NanoPlane\_ewidlosk.fig | Airplane selection popup menu | menu\_plane | User selected airplane type:  handles.plane |
| NanoPlane\_ewidlosk.fig | Display truss length as static text | static\_truss | NA |
| NanoPlane\_ewidlosk.fig | Show current simulation state as static text (crashed, success, running, waiting) | static\_state | NA |
| NanoPlane\_ewidlosk.fig | Provide tips to user based on current simulation state | static\_tip | NA |
| NanoPlane\_ewidlosk.fig | Show wing mass as static text | static\_mass | NA |
| NanoPlane\_ewidlosk.fig | Show wing strength as static text | static\_strength | NA |
| NanoSize\_nluehrs.fig | Allows the user to zoom in on images if they desire, for easier interaction | slide\_zoom | NA |
| NanoSize\_nluehrs.fig | Continues to the next part of the interaction | push\_continue | NA |
| NanoSize\_nluehrs.fig | Exits the program | push\_exit | NA |
| NanoSize\_nluehrs.fig | Takes user to previous slide | push\_back | NA |
| NanoSize\_nluehrs.fig | Shows image currently bing interacted with | plot\_nanosize | NA |
| NanoSize\_nluehrs.fig | Gives the user directions on what to do with the current image | static\_directions1 | NA |
| NanoSize\_nluehrs.fig | Gives the user directions on how to advance | static\_directions2 | NA |
| NanoEnergy\_hallowj.fig | Allows user to select a metal for use | radio\_Aluminum |  |
| NanoEnergy\_hallowj.fig | Allows user to select a metal for use | radio\_Copper |  |
| NanoEnergy\_hallowj.fig | Allows user to select a metal for use | radio\_Manganese |  |
| NanoEnergy\_hallowj.fig | Allows user to select a metal for use | radio\_Silicon |  |
| NanoEnergy\_hallowj.fig | Takes input from user of nanoparticle size | edit\_Nanoparticle |  |
| NanoEnergy\_hallowj.fig | Graphs the chosen metal and its input | plot\_CoEnergy |  |
| NanoEnergy\_hallowj.fig | Allows user to go to main menu | push\_MainMenu |  |
| NanoEnergy\_hallowj.fig | Allows user to go to next slide | push\_Next |  |
| NanoEnergy\_hallowj.fig | Allows user to go to previous slide | push\_Previous |  |
| NanoEnergy\_hallowj.fig | Allows user to exit GUI | push\_Exit |  |
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