**Homework 13B: M6**

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

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| Team Member Names: | *Nelson Luehrs*  *Evan Widloski*  *Jake Hallow Kurt Sermersheim* |
| Section No. | *005* |
| Team No. | *18* |
| Date: | *4/10/14* |

**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 | popup\_ |
| Listbox | list\_ |
| Toggle Button | toggle\_ |
| Table | table\_ |
| Axes | plot\_ |
| Panel | panel\_ |
| Button Group | bgroup\_ |
| *Other:* |  |
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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 |
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