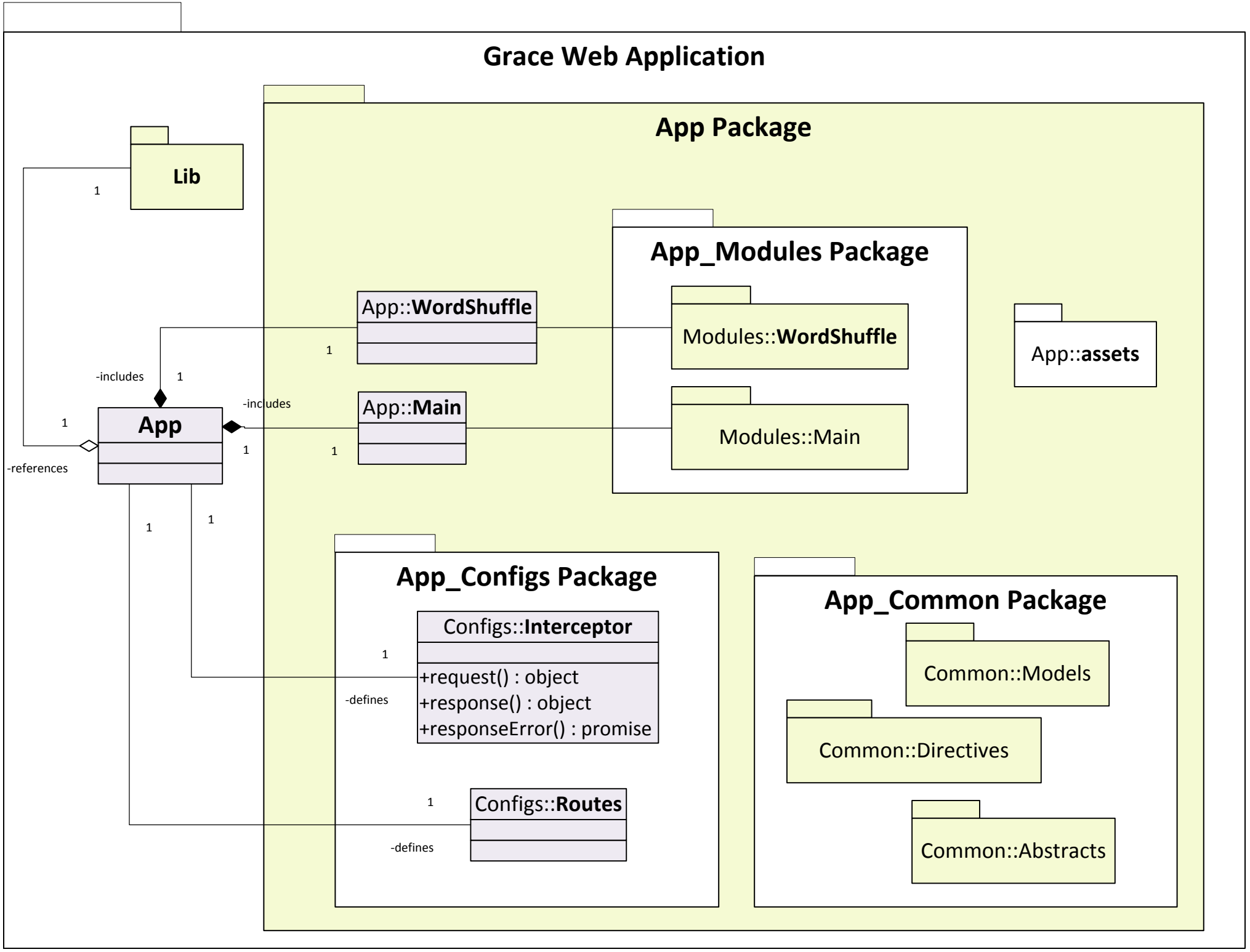
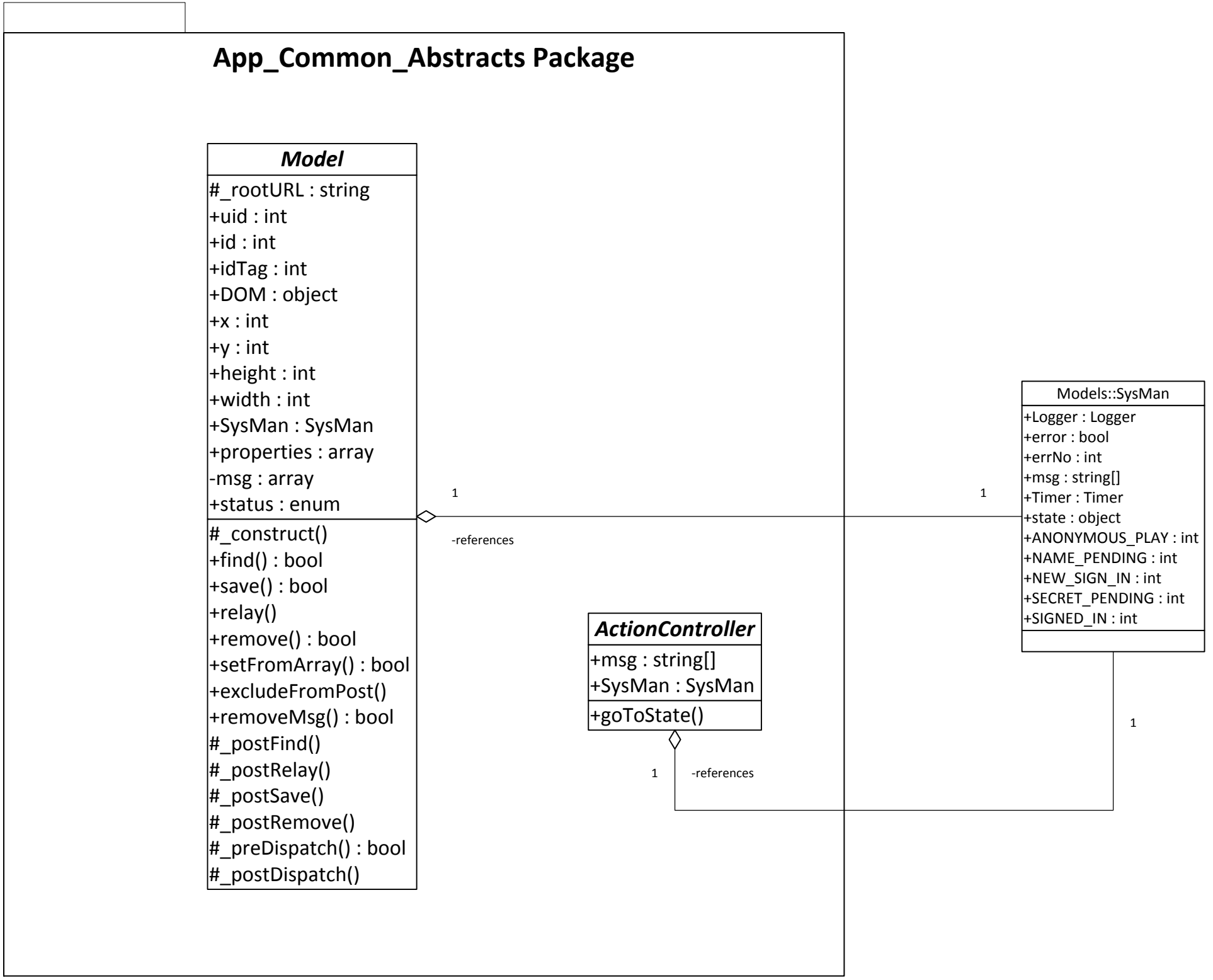
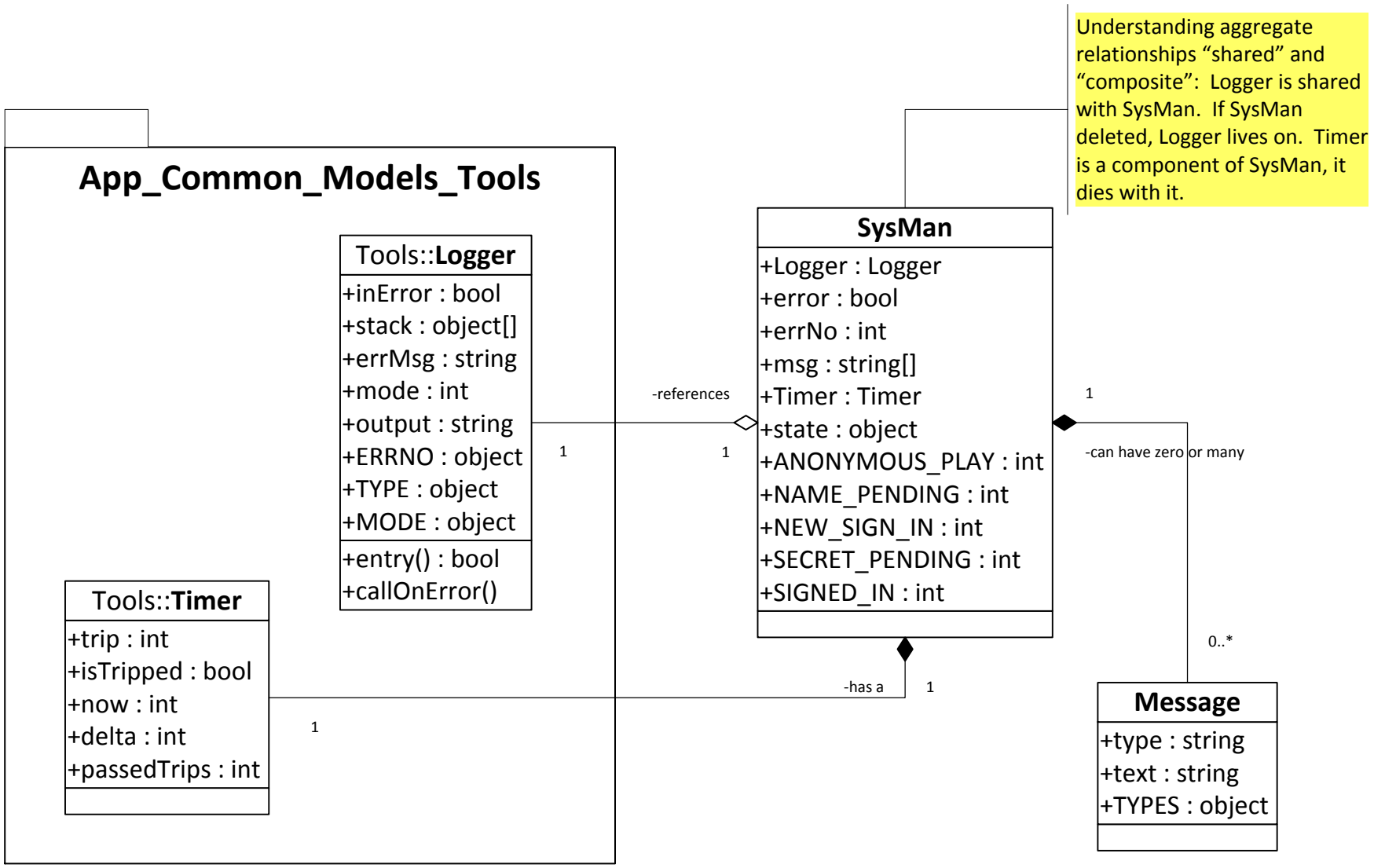
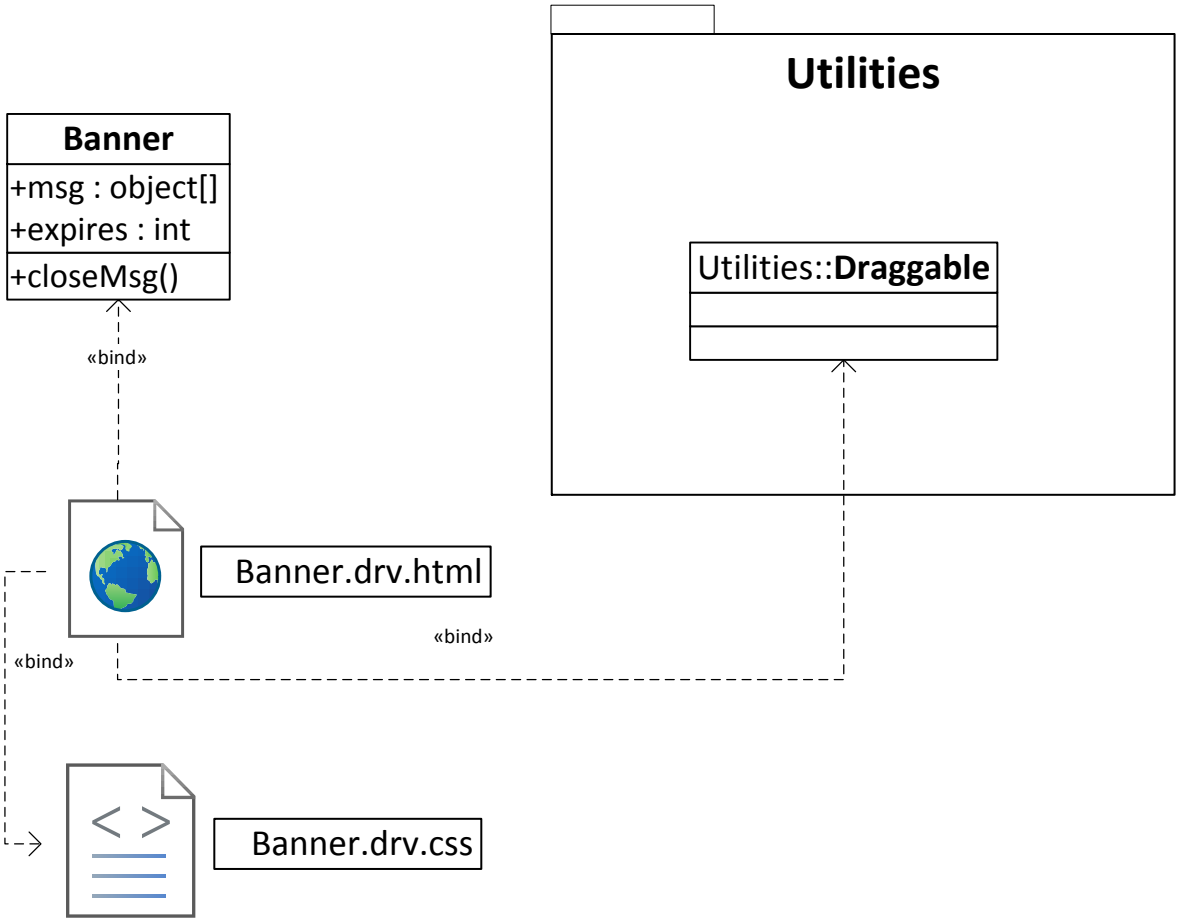

Grace Web Application
App Package
Lib
1
App_Modules Package
App::WordShuffle
Modules::WordShuffle
App::assets
-includes
1
1
-includes
App::Main
Modules::Main
1
App
1
1
-references
1
1
App_Configs Package
App_Common Package
Configs::Interceptor
1
+request() : object
+response() : object
+responseError() : promise
-defines
Common::Models
Common::Directives
1
Configs::Routes
Common::Abstracts
-defines


App_Common_Abstracts Package
Model
#_rootURL : string
+uid : int
+id : int
+idTag : int
+DOM : object
+x : int
+y : int
+height : int
+width : int
+SysMan : SysMan
+properties : array
-msg : array
+status : enum
#_construct()
+find() : bool
+save() : bool
+relay()
+remove() : bool
+setFromArray() : bool
+excludeFromPost()
+removeMsg() : bool
#_postFind()
#_postRelay()
#_postSave()
#_postRemove()
#_preDispatch() : bool
#_postDispatch()
1
-references
1
Models::SysMan
+Logger : Logger
+error : bool
+errNo : int
+msg : string[]
+Timer : Timer
+state : object
+ANONYMOUS_PLAY : int
+NAME_PENDING : int
+NEW_SIGN_IN : int
+SECRET_PENDING : int
+SIGNED_IN : int
ActionController
+msg : string[]
+SysMan : SysMan
+goToState()
1
-references
1

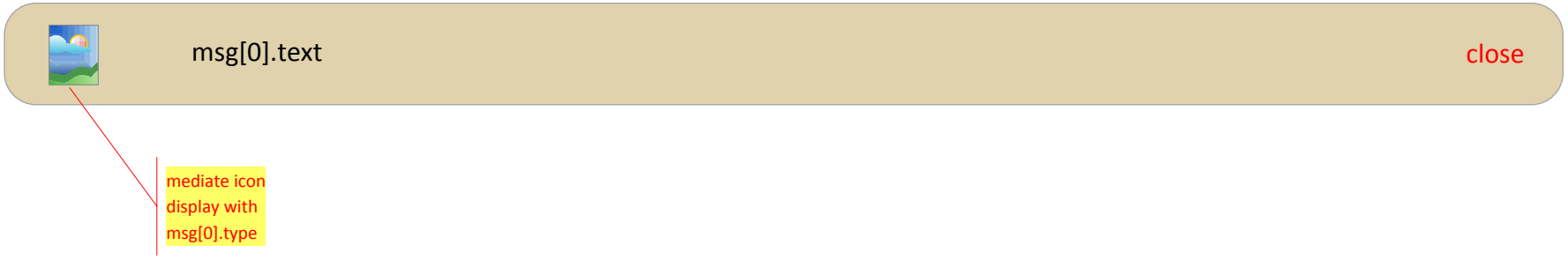
App_Common_Models Package



App_Common_Directives Package



appCommonDirectiveBanner.drv.html



App_Modules_Main (Main Module) Package

Main_Controllers Package

Controllers::**Error**

+errorAction()

«extends»

Abstracts::***ActionController***

+msg : string[]
+SysMan : SysMan

+goToState()

Controllers::**Index**

+indexAction()

Configs

Models

Main_Views Package

layout.tpl.html

«bind»

layout.tpl.css

«bind»

Error.tpl.html

«bind»

«bind»

Error

Error.tpl.html

Index.tpl.html

«bind»

Index

Error.tpl.html

The "ui-view" directive binds the module layout, controller, and active templates together

File Edit View History Bookmarks Tools Help

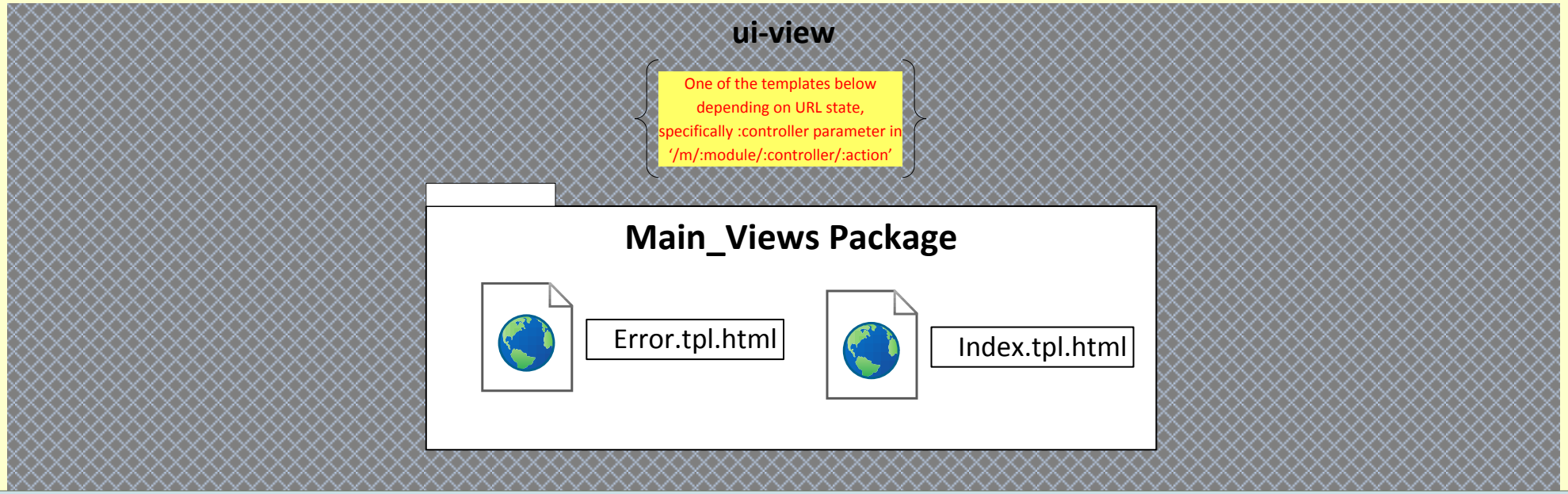
Word Shuffle ...

gApp.com/...

Main_Views_Layout.tpl.html

gApp! WordSuffle

Hello from Grace Application Framework! This text displays when AngularJS "ui.router" loads the Main_Views_Layout template.



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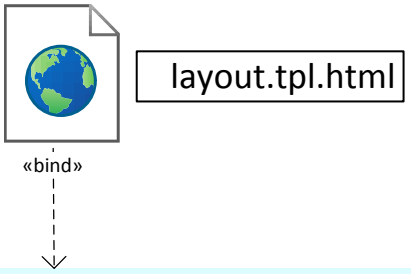
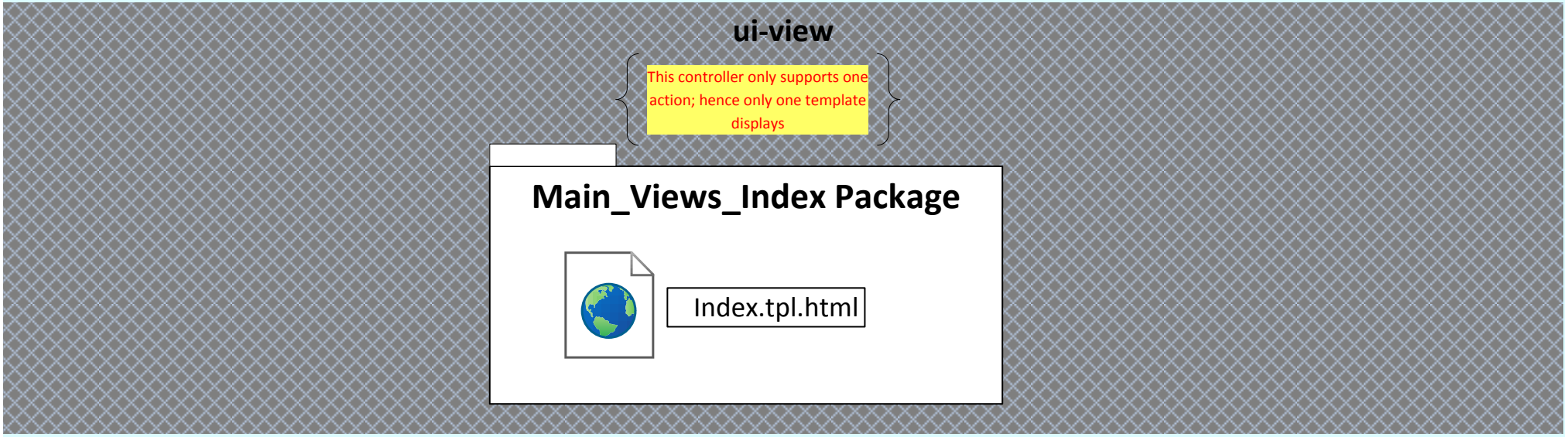
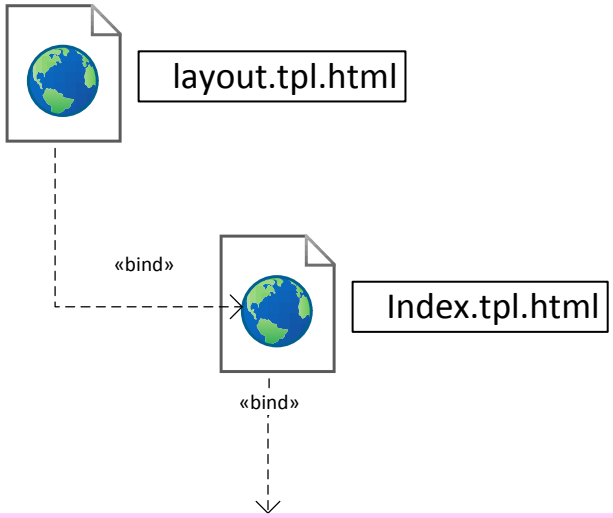
Main_Views_Index.tpl.html



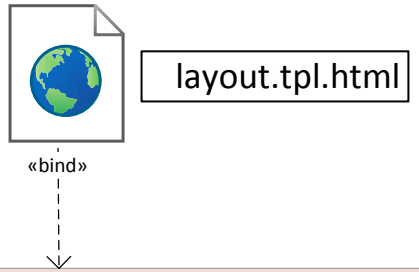
And now this text displays once "ui.router" loads the Main_View_Index template per the URL state.



Main_Views_Index_Index.tpl.html



Finally, "ui.router" hits the action parameter in the URL and loads this template, Main_Views_Index_Index. Roughly, over the next 2-3 months, you will build a new module within this is the Grace Health System web development framework. This process will get you familiar with all the tools that you will be using to create or modify Grace Health System web applications. We will go from the backend to the frontend, covering everything from MySQL server to AngularJS framework.



Main_Views_Error.tpl.html

ERROR: It looks like something went wrong with your code!

{{Error.SysMan.Logger.errMsg}}

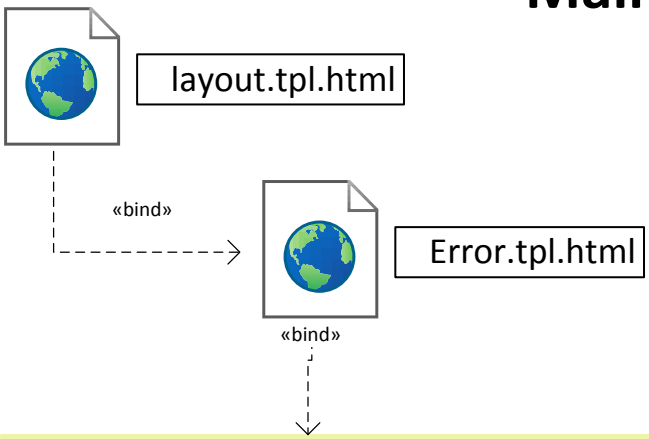
ui-view

This controller only supports one action; hence only one template displays

Main_Views_Error Package

Error.tpl.html

Main_Views_Error_Error.tpl.html

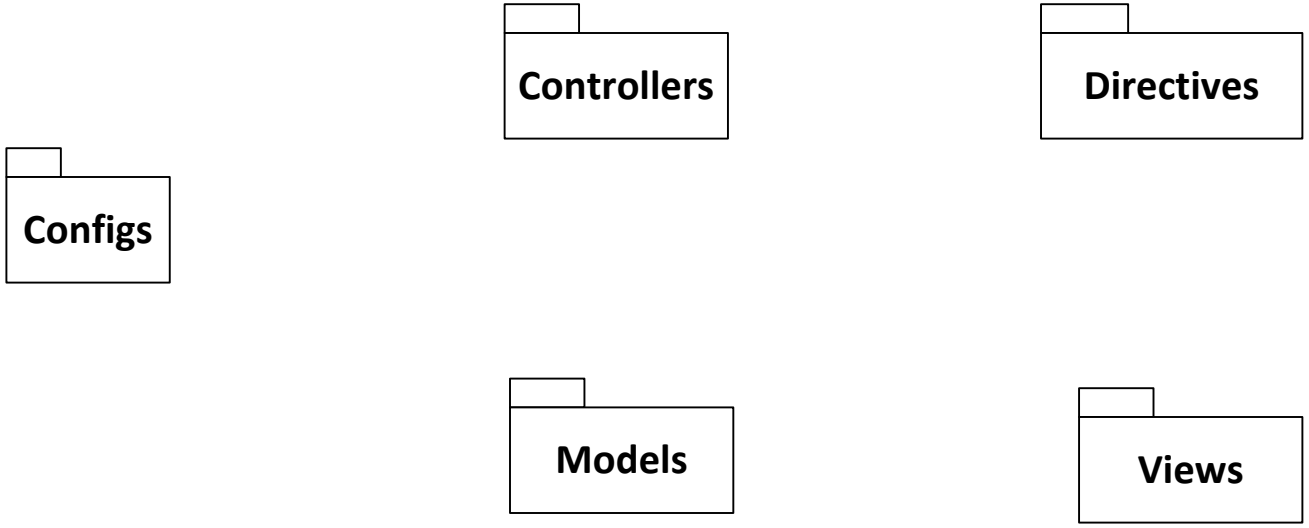


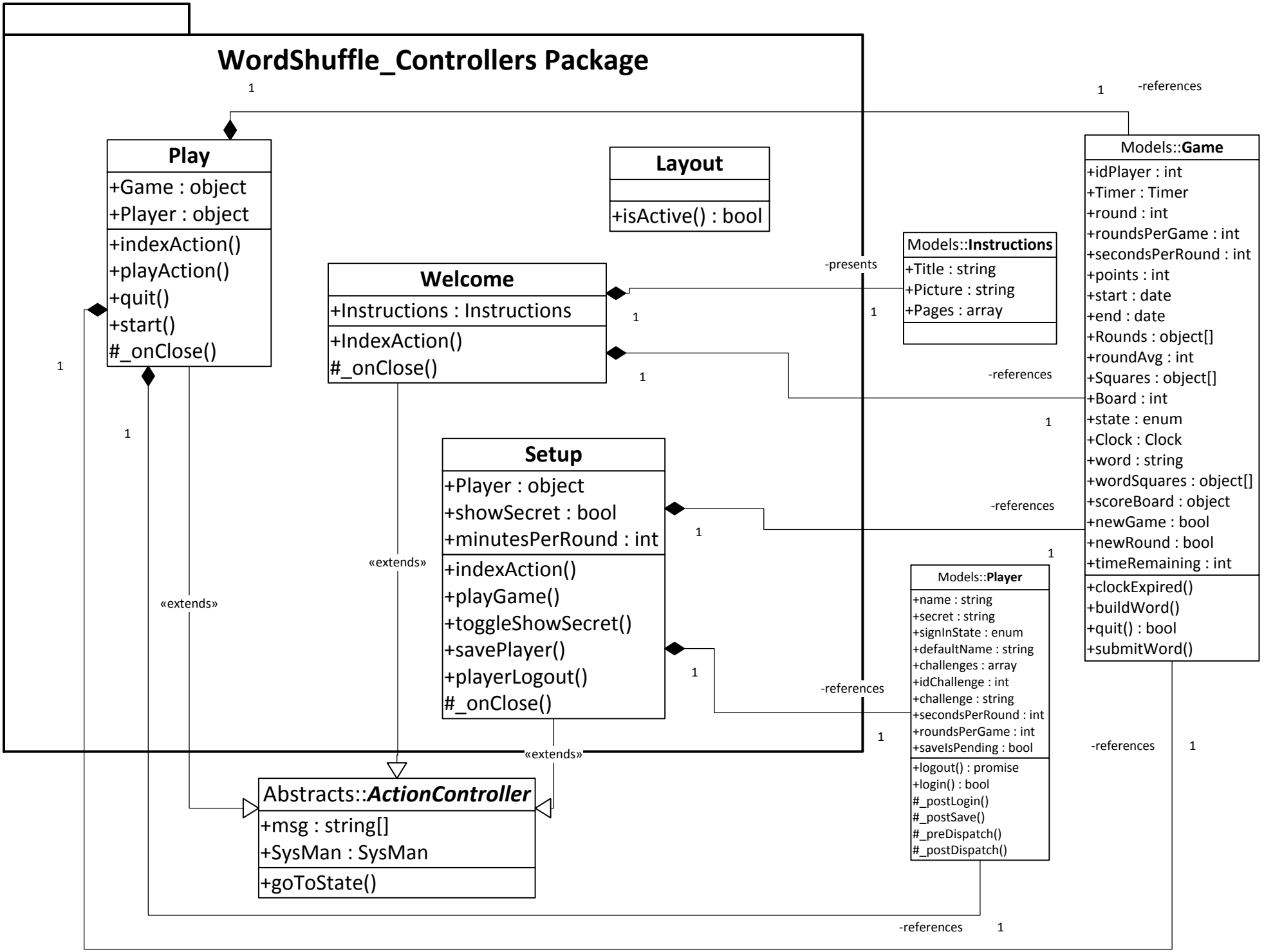
Here is the stack trace before the errror:

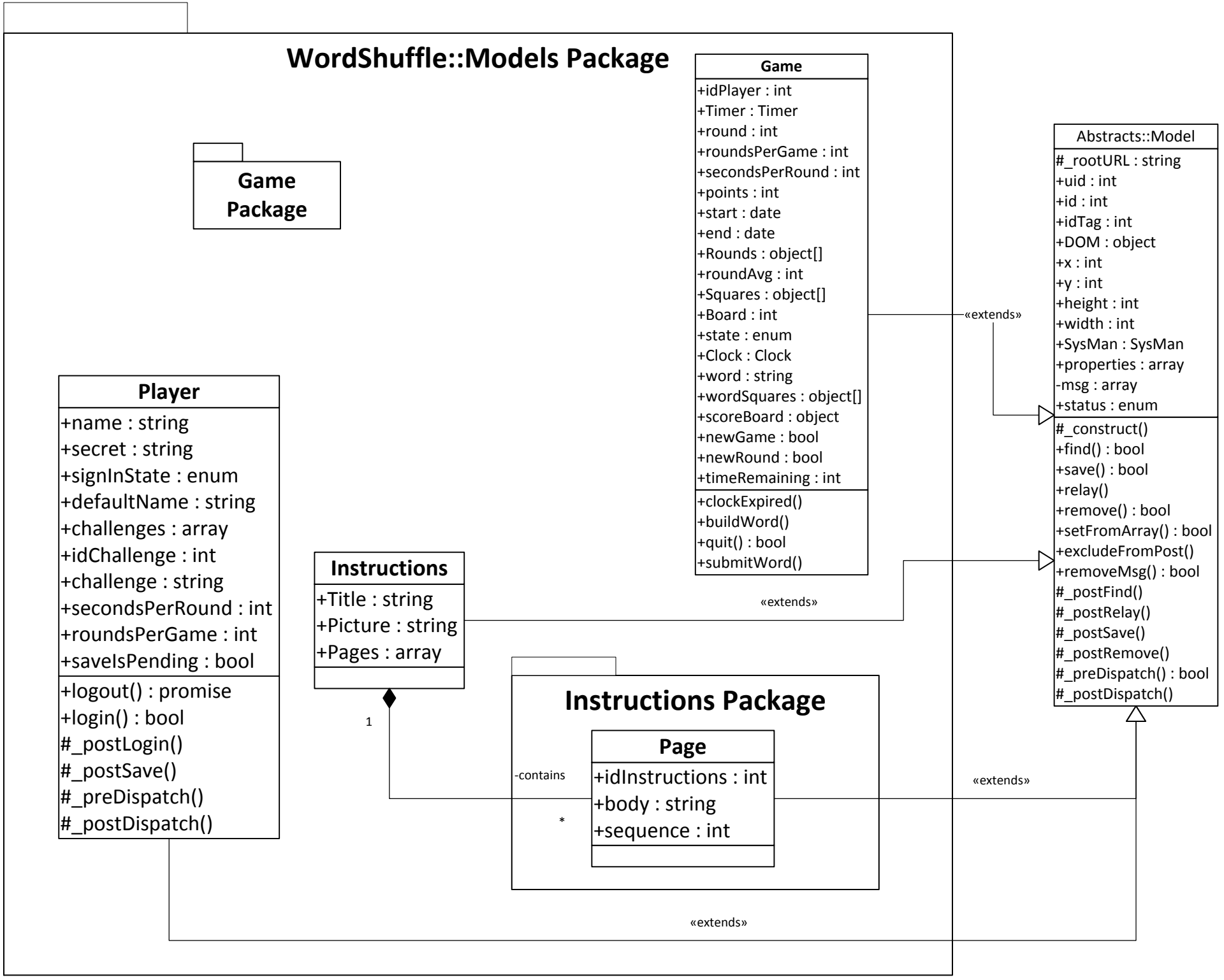
For each item in Error.SysMan.Logger.stack

DateTime	Type	Source	Text
<<item.date>>	<<item.type>>	<<item.type>>	<<item.text>>
<<item.date>>	<<item.type>>	<<item.type>>	<<item.text>>
<<item.date>>	<<item.type>>	<<item.type>>	<<item.text>>

App_Modules_WordShuffle (WordShuffle Module) Package



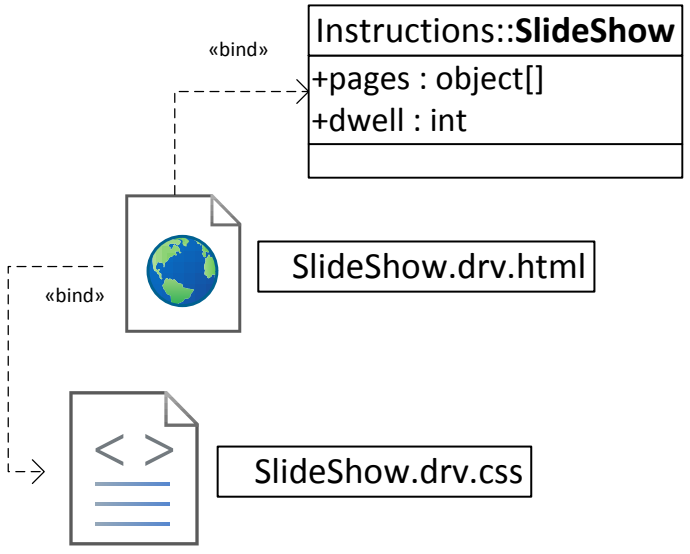

WordShuffle_Controllers Package
Play
+Game : object
+Player : object
+indexAction()
+playAction()
+quit()
+start()
#_onClose()
Layout
+isActive() : bool
Welcome
+Instructions : Instructions
+IndexAction()
#_onClose()
Setup
+Player : object
+showSecret : bool
+minutesPerRound : int
+indexAction()
+playGame()
+toggleShowSecret()
+savePlayer()
+playerLogout()
#_onClose()
Abstracts::ActionController
+msg : string[]
+SysMan : SysMan
+goToState()
Models::Instructions
+Title : string
+Picture : string
+Pages : array
Models::Game
+idPlayer : int
+Timer : Timer
+round : int
+roundsPerGame : int
+secondsPerRound : int
+points : int
+start : date
+end : date
+Rounds : object[]
+roundAvg : int
+Squares : object[]
+Board : int
+state : enum
+Clock : Clock
+word : string
+wordSquares : object[]
+scoreBoard : object
+newGame : bool
+newRound : bool
+timeRemaining : int
+clockExpired()
+buildWord()
+quit() : bool
+submitWord()
Models::Player
+name : string
+secret : string
+signInState : enum
+defaultName : string
+challenges : array
+idChallenge : int
+challenge : string
+secondsPerRound : int
+roundsPerGame : int
+saveIsPending : bool
+logout() : promise
+login() : bool
#_postLogin()
#_postSave()
#_preDispatch()
#_postDispatch()
-presents
-references
«extends»
1

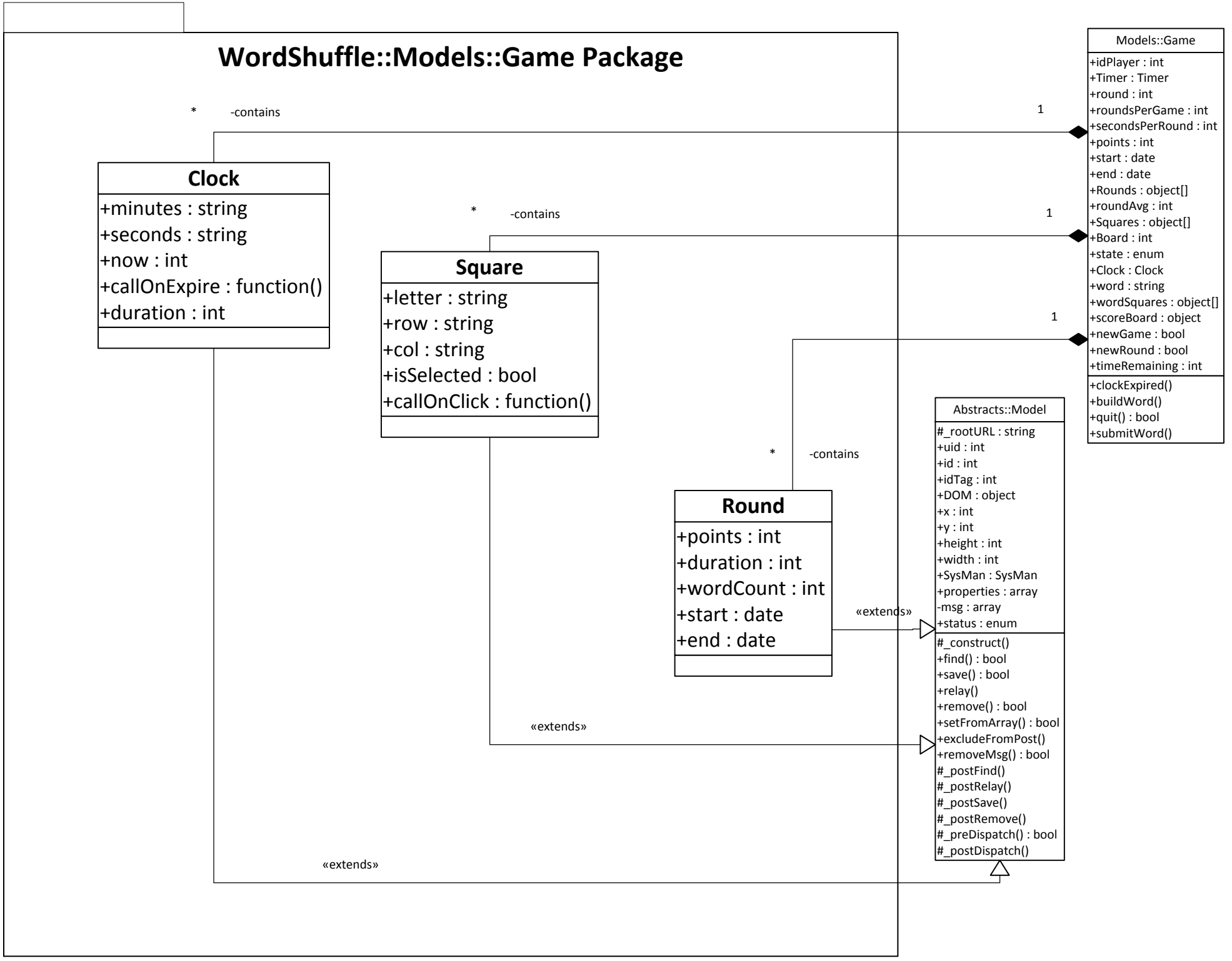

WordShuffle::Models Package
Game Package
Game
+idPlayer : int
+Timer : Timer
+round : int
+roundsPerGame : int
+secondsPerRound : int
+points : int
+start : date
+end : date
+Rounds : object[]
+roundAvg : int
+Squares : object[]
+Board : int
+state : enum
+Clock : Clock
+word : string
+wordSquares : object[]
+scoreBoard : object
+newGame : bool
+newRound : bool
+timeRemaining : int
+clockExpired()
+buildWord()
+quit() : bool
+submitWord()
«extends»
Abstracts::Model
#_rootURL : string
+uid : int
+id : int
+idTag : int
+DOM : object
+x : int
+y : int
+height : int
+width : int
+SysMan : SysMan
+properties : array
-msg : array
+status : enum
#_construct()
+find() : bool
+save() : bool
+relay()
+remove() : bool
+setFromArray() : bool
+excludeFromPost()
+removeMsg() : bool
#_postFind()
#_postRelay()
#_postSave()
#_postRemove()
#_preDispatch() : bool
#_postDispatch()
Player
+name : string
+secret : string
+signInState : enum
+defaultName : string
+challenges : array
+idChallenge : int
+challenge : string
+secondsPerRound : int
+roundsPerGame : int
+saveIsPending : bool
+logout() : promise
+login() : bool
#_postLogin()
#_postSave()
#_preDispatch()
#_postDispatch()
Instructions
+Title : string
+Picture : string
+Pages : array
1
Instructions Package
Page
+idInstructions : int
+body : string
+sequence : int
-contains
*
«extends»
«extends»

WordShuffle::Directives Package

Game

Instructions




WordShuffle::Models::Game Package
Clock
+minutes : string
+seconds : string
+now : int
+callOnExpire : function()
+duration : int
Square
+letter : string
+row : string
+col : string
+isSelected : bool
+callOnClick : function()
Round
+points : int
+duration : int
+wordCount : int
+start : date
+end : date
Models::Game
+idPlayer : int
+Timer : Timer
+round : int
+roundsPerGame : int
+secondsPerRound : int
+points : int
+start : date
+end : date
+Rounds : object[]
+roundAvg : int
+Squares : object[]
+Board : int
+state : enum
+Clock : Clock
+word : string
+wordSquares : object[]
+scoreBoard : object
+newGame : bool
+newRound : bool
+timeRemaining : int
+clockExpired()
+buildWord()
+quit() : bool
+submitWord()
Abstracts::Model
#_rootURL : string
+uid : int
+id : int
+idTag : int
+DOM : object
+x : int
+y : int
+height : int
+width : int
+SysMan : SysMan
+properties : array
-msg : array
+status : enum
#_construct()
+find() : bool
+save() : bool
+relay()
+remove() : bool
+setFromArray() : bool
+excludeFromPost()
+removeMsg() : bool
#_postFind()
#_postRelay()
#_postSave()
#_postRemove()
#_preDispatch() : bool
#_postDispatch()
* -contains
1
* -contains
1
1
* -contains
«extends»
«extends»
«extends»

Wordshuffle_Views Package

Goto Welcome Page Wireframe

Welcome

Play

Setup

WordShuffle::
Controllers

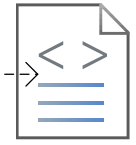
Welcome.tpl.html

«bind»

Welcome.tpl.css

Layout.tpl.html

«bind»



Layout.tpl.css

Setup.tpl.html

«bind»

Setup.tpl.css

Play.tpl.html

«bind»

Play.tpl.css

Directives::**Banner**
+msg : object[] +expires : int
+closeMsg()

«bind»

«bind»

«bind»

File Edit View History Bookmarks Tools Help

Word Shuffle ...

Goto WordShuffle_Views Package

WordShuffle.com/...

Word Shuffle

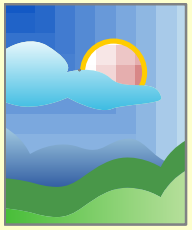
Welcome Setup Play

Your Stats

Round High:	156
Round Avg:	91
Avg Pts per Word:	21
Longest Word:	8

Let's Play WordShuffle!

Word Shuffle is an exciting word finding game. Twenty-five letters are randomly distributed over a 5x5 matrix. Your objective is to make as many words as possible with adjacent letters used only once. You can connect letters to the left and right, up and down, and even diagonally, but you can only touch a given letter once as you create the word.



The objective is to make as many words as possible. You get more points for making longer words. The point score follows: 1 point for each letter up to the 4th letter, 2 points for each letter thereafter up to the 6th letter, 4 points for each letter from thereafter.

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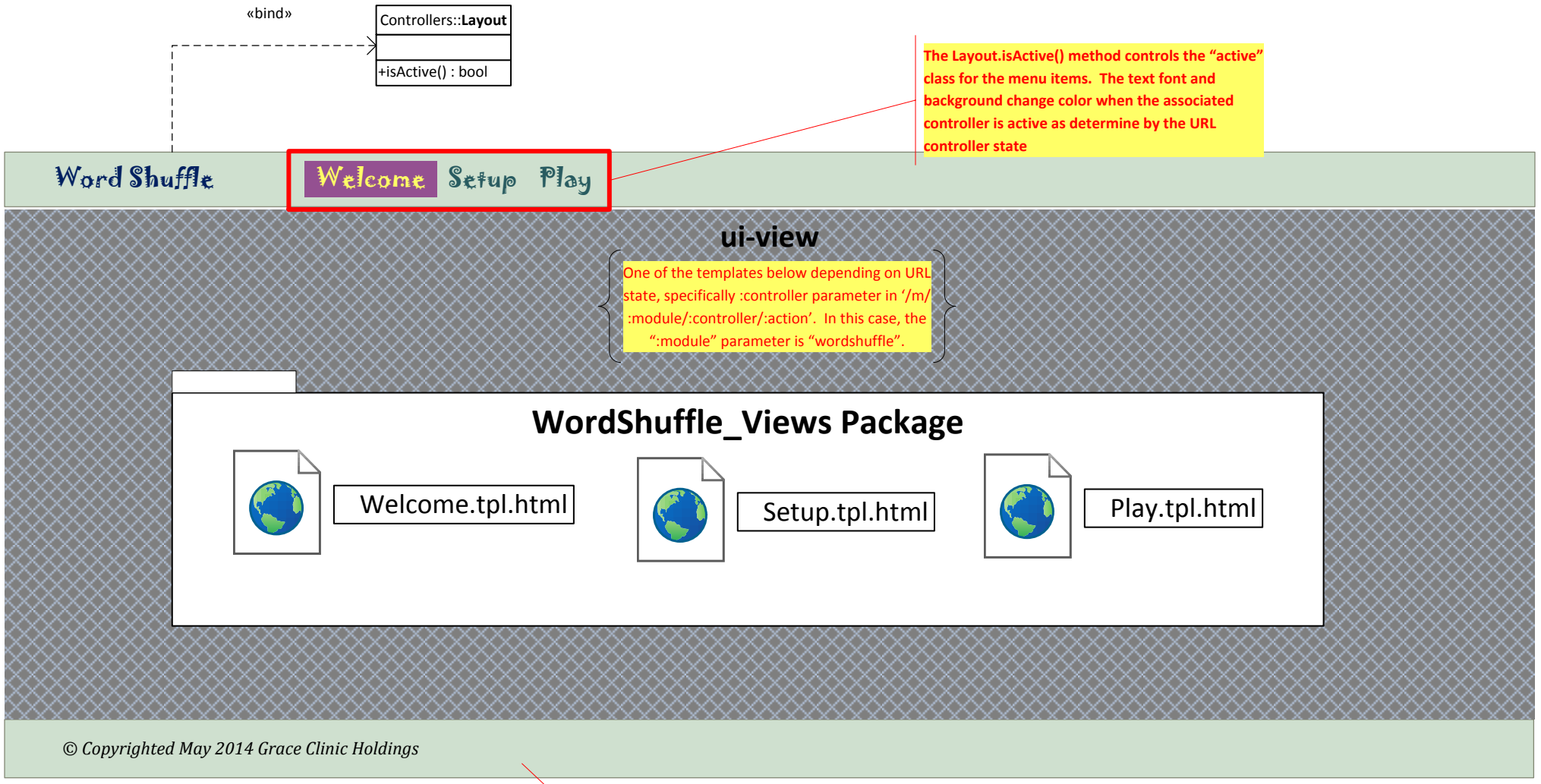
WordShuffle_Views_Layout.tpl.html

Goto Welcome Page



This Layout template binds the Layour controller through the ng-controller directive, specifically ng-controller="WordShuffle_Controllers_Layout as Layout"
It defines the header and footer for the entire WordShuffle application. It also specifies styling that maintains the look and feel of the WordShuffle application

WordShuffle_Views_Welcome_Index.tpl.html

Goto Welcome Page

Layout.tpl.html

«bind»

Welcome.tpl.html

«bind»

{{Welcome.Instructions.title}}

{{Welcome.Instructions.Picture}}

wordshuffle-directives-instructions-slide-show
pages="Welcome.Instructions.Pages" dwell="5000"

Directive accepts "pages" and "dwell" time as inputs. Set dwell to 5000msec.

SlideShow.drv.html

WordShuffle_Views_Welcome.tpl.html

Goto Welcome Page

«bind»

Layout.tpl.html

«bind»

Controllers::Welcome
+Instructions : Instructions
+IndexAction() #_onClose()

Directives::**Banner**
+msg : object[] +expires : int
+closeMsg()

«bind»

Your Stats

Round High:	156
Round Avg:	91
Avg Pts per Word:	21
Longest Word:	8

app-common-directives-banner msg=”Welcome.msg” expires=”5000"

Banner.drv.html

ui-view

This controller only supports one action; hence only one template displays

WordShuffle_Views_Welcome Package

Index.tpl.html

This Welcome template binds the Welcome controller through the ng-controller directive, specifically ng-controller="WordShuffle_Controllers_Welcome as Welcome"
It defines a sidebar and then loads the Banner directive and the specific action content.

wordshuffleDirectivesInstructionsSlideShow.drv.html

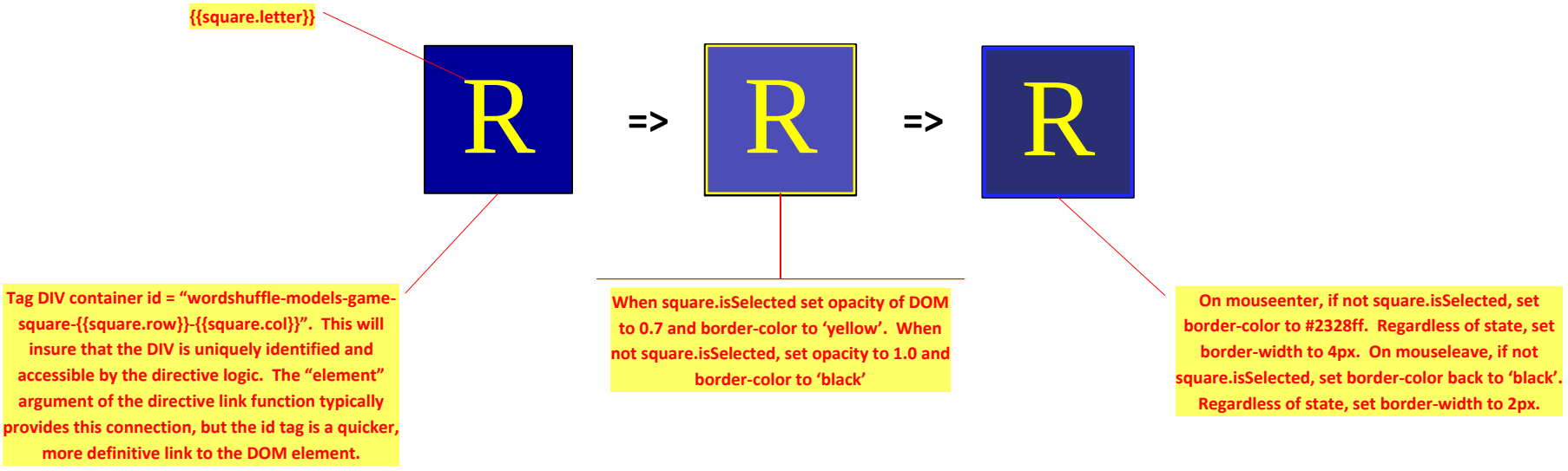
Goto Welcome Page

Word Shuffle is an exciting word finding game. Twenty-five letters are randomly distributed over a 5x5 matrix. Your objective is to make as many words as possible with adjacent letters used only once. You can connect letters to the left and right, up and down, and even diagonally, but you can only touch a given letter once as you create the word.

The objective is to make as many words as possible. You get more points for making longer words. The point score follows: 1 point for each letter up to the 4th letter, 2 points for each letter thereafter up to the 6th letter, 4 points for each letter from thereafter.

continuously rotate
“index” to display
pages[index].body

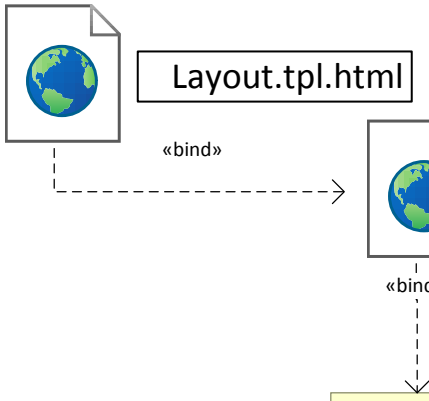
wordshuffleDirectivesGameSquare.drv.html



OTHER NOTES: Attributes “square” and “countPerRow” passed into the directive for use in this view template and the directive logic itself.

WordShuffle_Views_Setup_Index.tpl.html

Go to Setup Page Wireframe



Show when Player.signInState is SIGNED_IN.

Show Challenge Question and Secret fields for Player to update when clicked

Show when Player.signInState is NAME_PENDING. Execute Player.login() when clicked

Execute Setup.playerLogout() when clicked

Bind to Player.name.

Player: Jason

{{Setup.Player.msg[].text}}

Use ui.bootstrap.alert directive to display player messages. Use "ng-repeat" directive to display multiple alerts as appropriate. On click of "X" remove message from Setup.Player.msg array.

Show when Player.signInState is NEW_SIGN_IN or user clicks "show secret" icon when state is SIGNED_IN. Populate list with questions from Player.challenges. Bind answer to Player.idChallenge.

Challenge Question: Setup.Player.challenges[]

{{Setup.Player.challenge}}

Show when Player.signInState is SECRET_PENDING. Associated "secret icon" does not have action attached to click.

Secret:

Enter the answer to your challenge question… then click!

Bind to Player.secret

Timer: 2

Bind to Setup.minutesPerRound

Rounds: 3

Bind to Player.roundsPerGame

Play

Save

Show when Player state is SECRET_PENDING or when user clicks "show secret" icon when state is SIGNED_IN. Populate list with questions from Player.challenges. Bind answer to Player.idChallenge.

Use ui.bootstrap.button. On click, save Player information. Disable if Player.signInState is ANONYMOUS_PLAY

Use ui.bootstrap.button. On click, save Player information and redirect to URL state controller = 'play', and action = 'play'.

OTHER NOTES: For all control icons, select appropriate symbol from Font Awesome. All icons must present dropdown description boxes like that shown for the "login icon" activated on mouse-over action

WordShuffle_Views_Setup.tpl.html

Goto Setup Page

«bind»

Layout.tpl.html

«bind»

Controllers::Setup
+Player : object +showSecret : bool +minutesPerRound : int
+indexAction() +playGame() +toggleShowSecret() +savePlayer() +playerLogout() #_onClose()

Your Stats

Round High:	156
Round Avg:	91
Avg Pts per Word:	21
Longest Word:	8

ui-view

This controller only supports one action; hence only one template displays

WordShuffle_Views_Setup Package

Index.tpl.html

This Setup template binds the Setup controller through the ng-controller directive, specifically
ng-controller="WordShuffle_Controllers_Setup as Setup"
It defines only a sidebar. The specific “action” template specifies the interior.

File Edit View History Bookmarks Tools Help

Word Shuffle ...

Goto WordShuffle_Views Package

WordShuffle.com/...

Word Shuffle Welcome Setup Play

Your Stats

Round High:	156
Round Avg:	91
Avg Pts per Word:	21
Longest Word:	8

Player: Jason

Good news! The player name is available! Please pick your secret question to secure your new user!

Player: What is your mother's maiden name?

Secret:

Enter the answer to your challenge question... then click!

Timer: 2

Rounds: 3

Play Save

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File Edit View History Bookmarks Tools Help

Word Shuffle ...

Goto WordShuffle_Views Package

WordShuffle.com/...

Word Shuffle Welcome Setup Play

Your Stats

Round High:	156
Round Avg:	91
Avg Pts per Word:	21
Longest Word:	8

Word: PANE OK 01:34 Quit

A	L	R	P	N
S	B	N	A	E
S	T	N	E	R
N	S	H	D	B
R	T	T	I	A

Round 2

This Round = 13

Game Total = 58

Word	*Score*
RAN	3
NEAR	5
REAR	5

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WordShuffle_Views_Play.tpl.html

Goto Setup Page

«bind»

Layout.tpl.html

«bind»

Controllers::**Play**
+Game : object +Player : object
+indexAction() +playAction() +quit() +start() #_onClose()

Your Stats

Round High:	156
Round Avg:	91
Avg Pts per Word:	21
Longest Word:	8

ui-view

One of the templates below depending on URL state, specifically :action parameter in '/m/:module/:controller/:action'. In this case, the ":module" parameter is "wordshuffle" and ":controller" is "play".

WordShuffle_Views_Play Package

Index.tpl.html

Play.tpl.html

This Play template binds the Play controller through the ng-controller directive, specifically ng-controller="WordShuffle_Controllers_Play as Play"
It defines only a sidebar. The specific "action" template specifies the interior.

WordShuffle_Views_Play_Play.tpl.html

Layout.tpl.html

«bind»

Play.tpl.html

«bind»

Goto Play Page

Directives::**Banner**
+msg : object[] +expires : int
+closeMsg()

«bind»

Quit on click: execute Game.quit() and redirect to URL state module = 'wordshuffle', controller = 'play', and action = 'index'. Hide button if Play.Game.state not IN_PROGRESS.
Play on click: execute Game.start(). Hide button if Play.Game.state is IN_PROGRESS. In this manner, this button replaces the Quit button depending on the Game state.

On click and on ENTER key pressed: submit word to backend for processing. Disable button when selected squares are less than 2.

app-common-directives-banner msg="Play.msg" expires="5000"

Banner.drv.html

Principally, this banner displays messages recorded by controllers when user attempts to change URL state during active game.

{{Play.Game.Clock.minutes}}:{{Play.Game.Clock.seconds}}

Word: {{Play.Game.word}} OK 01:34 Quit Play

After submission of word, use this space to provide feedback to the user. Populate with "SUCCESS!" if word accepted; "REJECTED!" if word does not exist in dictionary; "DUPLICATE!" if word already present in word list; "GAME OVER!" when all rounds elapsed; "???" on start of new round.

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wordshuffle-directives-game-square square="square" count-per-row="5"

\/

Use "ng-repeat" for each "square" in Play.Game.Squares to duplicate directive

{{Play.Game.round}}

Round 2

Active round points: {{Play.Game.Rounds[].points}}

This Round = 13

{{Play.Game.points}}

Game Total = 58

Word	*Score*
{{score.word}}	{{score.points}}
{{score.word}}	{{score.points}}
{{score.word}}	{{score.points}}

Use "ng-repeat" directive to display each "score in Play.Game.scoreBoard". Alternate the row color for readability. Add all new score items to the top of the list.

WordShuffle_Views_Play_Index.tpl.html

Layout.tpl.html

«bind»

Play.tpl.html

«bind»

Goto Play Page

Banner
+msg : object[] +expires : int
+closeMsg()

«bind»

On click: execute Game.start(). Hide button if Play.Game.state == 'InProgress'. In this manner, this button replaces the Quit button depending on the Game state.

app-common-directives-banner msg="Play.msg" expires="5000"

Banner.drv.html

You can configure the game from the Setup menu item. If you want to start playing with the current configuration, click Play => Play

wordshuffle-directives-game-square square="square" count-per-row="5"

Round XX

This Round =

Game Total =

Word *Score*

OTHER NOTES: Apply transparent overlay to the same content contained in the "play" action template. The overlay will shield content from user interaction.