

GUI_ProjectSummary – Show Project Summary

Revision history

2017-06-21	Robin Lamacraft	Original draft
2018-03-29	John Lucas	Added Notes, other minor changes
2018-06-12	Rod Thompson	Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig Replace GUI_Notification with GUI_Message Patterns Amend REQUIRED SERVICES – Dependencies Add EVENT ACTIONS Amend LOOK & FEEL for icons Add WINDOWS INTERACTION MAP Add PROCESS FLOW CHART
2018-07-07	Rod Thompson	Add TESTING Add USE CASES
2018-07-17	Don Ferguson	Minor edits throughout
2018-11-14	Rod Thompson	Remove 'Configuration' icon Replace Graphic & Window Interaction Map Add display location to LOOK AND FEEL Add Issues to SCOPE Add LOGGING section Update REQUIRED SERVICES – Dependencies

SCOPE

This GUI module is called from a number of GUI_Project xxx modules. NOTE: This module can operate on a project that is opened or one that is selected to be restored.

Issues: Why is 07.16 BR_MessagePatterns a First-Order Dependency?

LOOK AND FEEL

The window has several parts:

- The upper right icon buttons provide the following universal features:
 - the 'Output' icon enables Output of the project properties list by sending the contents of the Project Properties tabular display to a file or to a printer
 - the 'Reminder' icon displays the Reminder content for this window
 - the 'Help' icon displays context Help about the use of this window
- A scrollable display area which shows all of the properties of the currently selected project. The list of sizes, etc of the project components will be added to this scrollable list as they become available from the project database
- The "Close" button which closes this window.

Property	Value
Date Edited	2017-06-19
Edited by	Don
Owner	Robin
Last Backup	2017-05-12
Folder	D:/History/Drummond

PROJECT SUMMARY Window - mockup

Shape, Size, Color, Layout etc. determined in design.

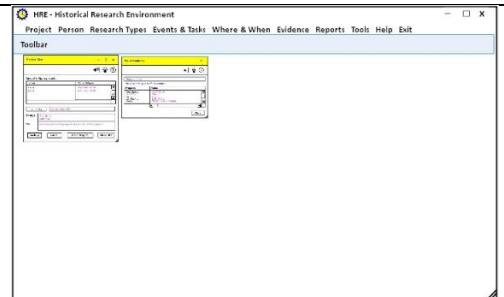
On screen location

Initially inherited from the calling Project window

Located immediately to the right of the calling

Project window – top aligned

On screen location and scale are the only User changeable settings



ACTIONS

The fundamental operations are:

1. Open the window according to its saved window Layout (BR_WindowConfig)
2. Populate the scrollable list of Project Properties
3. Close the window and return.

NOTES

1. The status text in blue may have several alternative values, such as:
 - This project open on a remote computer
 - This shared project open on a remote computer
 - This project is backed up on this computer
2. The list of Properties to be output is to be composed using the substitution capability. This would mean that the 'Configuration' icon button could have a number of alternative lists of the properties and their order of output.
The properties could depend on the type of Project and hence one user might want (say) a count of the number of Persons, the number of Sources, the number of Events, number of

Images; whereas another Project focused on Artefacts might require a different summary. This style of list layout is likely to be repeated for showing the properties of many other entities. It will have a variant as the data entry window for things like multi-part names where default values and buttons to open editors for complex data. So getting a standard template for this is very useful.

USED BY

All HRE users.

DATA CONTROLLED BY THIS MODULE

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.

REQUIRED SERVICES - Dependencies

First-Order Dependencies	Second-Order Dependencies	Higher-Order Dependencies
05.31 GUI_Output	07.06 BR_GuiElement	07.01 BR_EncodedString
		07.02 BR_EntityLink
		BR_FieldTranslation
		07.16 BR_MessagePattern
07.17 BR_WindowConfig	07.06 BR_GuiElement	See above
	07.02 BR_EntityLink	Needed
	07.29 BR_Translation	07.02 BR_EntityLink
		BR_Field
		07.06 BR_GUIElement
		07.16 BR_MessagePatterns
	07.16 BR_Message Patterns	07.02 BR_EntityLink
		07.01 BR_EncodedString
		Call Stack
		07.24 BR_Setting
07.21 BR_Project	07.06 BR_GuiElement	See above
	07.02 BR_EntityLink	See above
	07.29 BR_Translation	See above
	07.03 BR_FieldDefinition	
07.16 BR_MessagePatterns	NIL	

APPLICATION PROGRAMMING INTERFACE (API)

1. Two calls:
 - a. For a currently open project
 - b. For a project that is not open, but a backup file is available.

LOGGING

Use of this module **will** create log entries.

Commit Logging – NIL

General Log

This includes:

- Project Summary

EVENT ACTIONS

- 1) Keyboard actions
NIL

2) Mouse actions

Drag and drop mouse actions to move and resize the window
Setting changes saved to database for User>Project>Window

Left key

- a. click on each button, operates the button
- b. click on icons (detailed below)

Right key

To be determined

3) Icon actions

- a. left mouse key click on icons in the Window Control group:
 - a. 'X' icon
(closes the window)
 - b. 'Box' icon
Toggles the window size between full window, and the preset window size
 - c. 'Dash' icon
Minimizes the window, to an icon on the window toolbar.
A click on the toolbar icon restores the display to its previous setting
- b. Left mouse key click on the 'Output' icon:
invokes the GUI_Output module.
- c. left mouse key click on 'Reminder' icon:
(opens 'Reminder' window for this 'Send to Colleague' Message display)
- d. left mouse key click on the 'Configuration' icon
(opens the Configuration Window for this Project Open window)
- e. left mouse click on 'Help ' icon:
(opens the Help System, searches for the section on 'Send to Colleague Message')

4) Keyboard shortcuts

To be determined

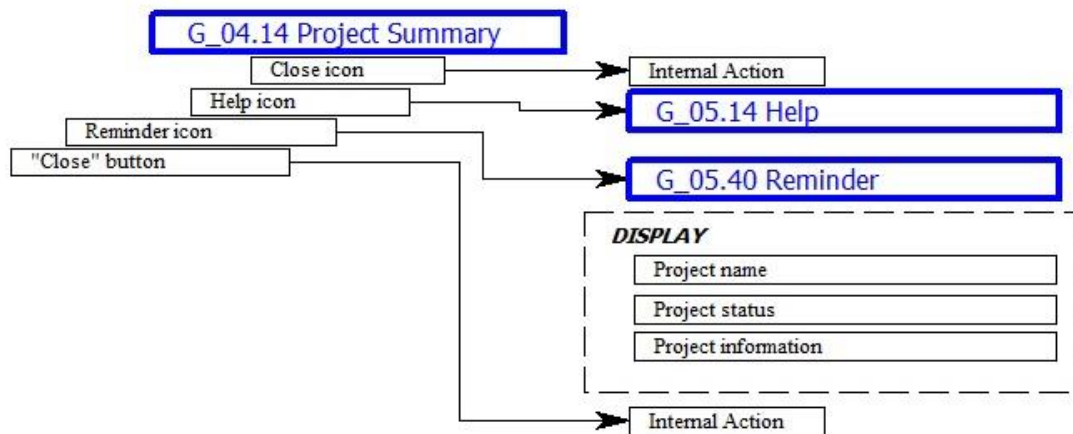
WARNING CONDITIONS

- 1. Need details of the condition that raised the warning, example message and possible next steps. (GUI_Message Patterns used to report warnings to user)

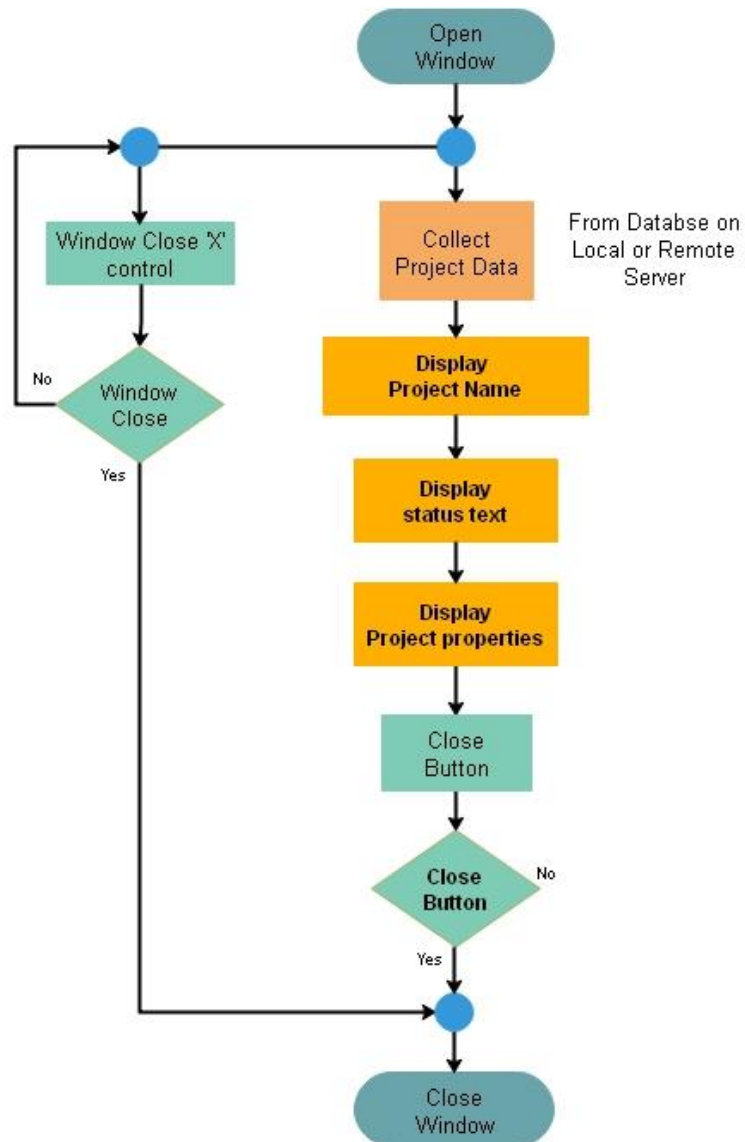
ERROR CONDITIONS

- 1. Need to record the condition that raised the error, example message and possible next steps. (GUI_Message Patterns used to report warnings to user)

WINDOW INTERACTION MAP



PROCESS FLOW CHART



USE CASES

The Project Summary module is called from other modules, to provide a display of a set of properties of each project.

It is not envisaged that there will be any change to requirements for this module as a result of different uses of HRE.

TESTING

Testing to prove the functionality of this module in use with others of the HRE application.

Limited 'Project' functionality (see below).

Prior testing of the module in the code development process is assumed.

<u>General requirements</u>	<u>Code element requirements</u>
HRE installation	Main GUI
1) Single computer	Project Open
2) Client-Server	Project Close
3) Test Project database backup filesset (created by the HRE backup process).	ExitHRE

Process

- 1) Run HRE
 - a. Start HRE
 - b. Open a Test Project
 - c. Use the Summary button to invoke this module for testing
 - d. Close the Project
 - e. Exit HRE

- 2) Check result (how?)

Note – property content of the display is dependent on configuration.

See Test Plan document.