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
2019-01-26	Rod Thompson	Replace graphics Dependency – 03.66_Message Patterns (add Note) Revise EVENT ACTIONS-icon actions Replace Process Flowchart Additions to ACTIONS and NOTES
2019-01-26	Rod Thompson	Replace Process flowchart Amend NOTE 1 Revise ACTIONS 2
2019-02-02	Rod Thompson	REQUIRED DATA – revise REQUIRED SERVICES – remove 03.66 GUI_Message Patterns LOGGING – amend Replace Process Flowchart TESTING – amend
2019-02-20	Rod Thompson	Replace Process Flowchart (v5)

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.

LOOK AND FEEL

The window has several parts:

- The upper right icon buttons provide the following universal features:
  - the 'Output' icon enables <u>Output</u> 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 <u>Reminder</u> content for this window
  - the 'Help' icon displays context <u>Help</u> 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.

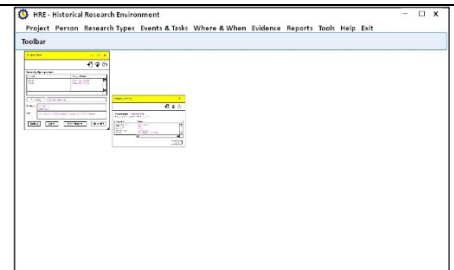PROJECT SUMMARY Window - mockup

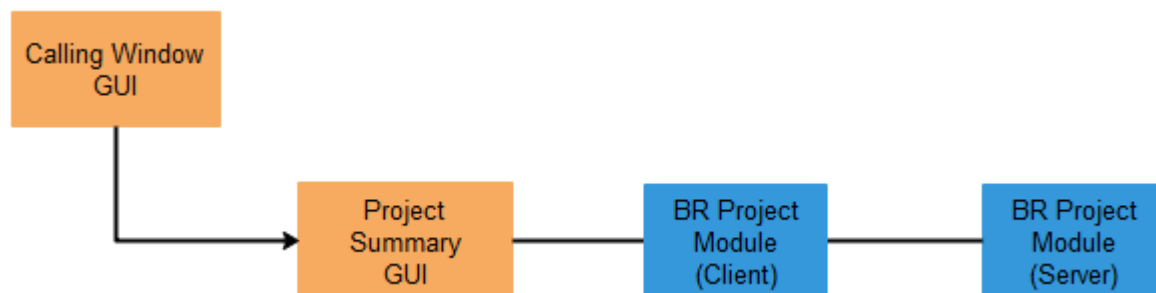| Shape, Size, Color, Layout etc. determined in design. On screen location Initially inherited from the calling Project window Located immediately to the right of the calling Project window – top aligned On screen location and scale are the only User changeable settings	

ACTIONS

The fundamental operations are:
1. Open the window according to its saved window Layout (BR_WindowConfig)
2. Obtain information of the Project 'status' through a BR module from server, and display
3. Populate the scrollable list of Project Properties
4. Close the window and return.

The following table illustrates the interaction between code modules as the above actions occur.

Client		Server
GUI module	BR Project module	
Display – project name		
Determine project status	Get status information	Get status information
Display project status	Supply status information	Get status information
Get project properties	Get project properties	Get project properties
Display project properties	Supply project properties	Get project properties
Close Button		

NOTES

1. The status text in blue may have several alternative values, such as:
   - This project is open on this computer
   - This project is NOT open on this computer
   - This project open on a remote computer
   - This shared project open on a remote computer
   - This project is open on this, and three other remote computers
   - This project is backed up on this computer

   Alternatives:

   No message when a project is not open
   - This project is NOT in use from this HRE Application
   - This project is in use from this HRE Application
   - This project is open
   - This project is open, by X users

   Determination of the messages to be used will occur at a later time

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. Project properties.

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	

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
Client
Module ID, Date, Time and Event record for the following:
- Project Summary call (project name)

Server
Client ID, Date, Time and Event record for the following:
- Project Summary call (project name)
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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:
         'X' icon
         (closes the window)

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 'Project Summary')
　　　d. left mouse click on 'Help' icon:
　　　　(opens the Help System, searches for the section on 'Project Summary')
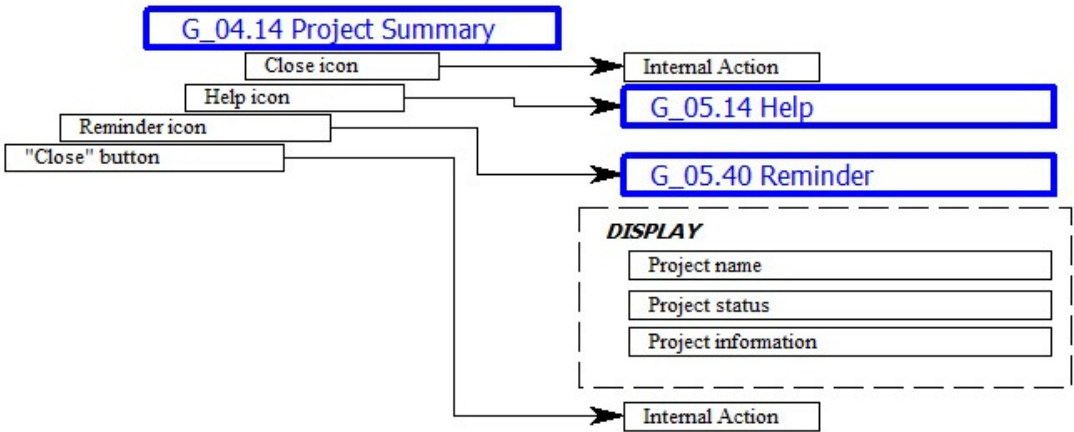　4) Keyboard shortcuts
　　　To be determined

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)
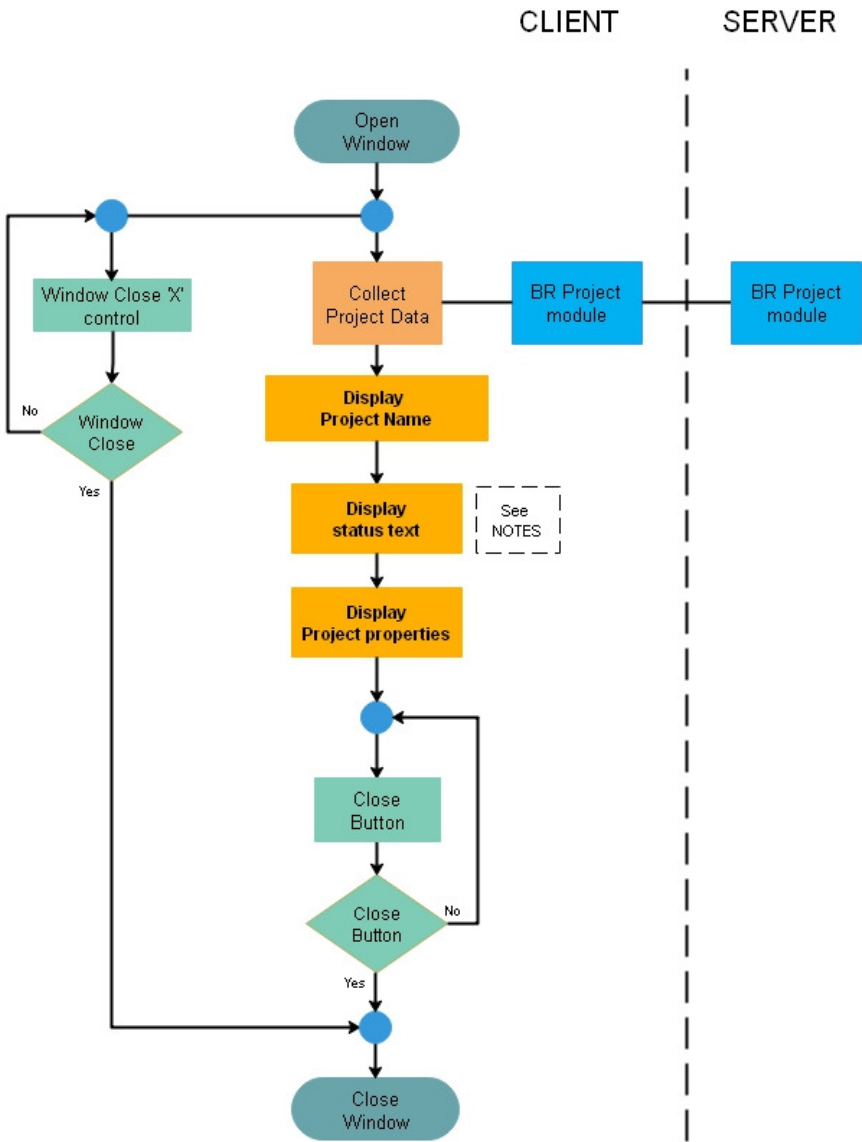
ERROR CONDITIONS

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

G_04.14 Project Summary

Close icon	→ Internal Action
Help icon	→ **G_05.14 Help**
Reminder icon	→ **G_05.40 Reminder**
"Close" button	

DISPLAY
- Project name
- Project status
- Project information

→ Internal Action

PROCESS FLOW CHART

CLIENT | SERVER

- Open Window
- Collect Project Data → BR Project module → BR Project module
- Display **Project Name**
- Display **status text** — See NOTES
- Display **Project properties**
- Close Button
- Close Button — No / Yes
- Window Close 'X' control
- Window Close — No / Yes
- Close Window

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.

General requirements	Code element requirements
HRE installation	Main GUI
1) Single computer	Project Open
2) Client-Server	Project Close
3) Test Project database backup fileset (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?)
   a. Confirm General Log entries

   Note – property content of the display is dependent on User rights.

See Test Plan document.