



## Documentation for Systemstate Editor 2.0

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There are three types of classes: element classes, item classes and user interface classes.

An element class is the smallest unit of the user interface, which corresponds to one HTML element at the browser side and corresponds to one attribute of one tuple at the database side. **SSSelector** and **SSKey** are examples of element classes.

An item class consists of all the elements whose attributes make up the tuple involved at the database side; hence it corresponds to one tuple at the database side. **SSObject**, **SSGroup**, **SSLink** and **SSProperty** are the four item classes that are available.

A user interface class consists of all the items on the screen, which corresponds to all the tuples required to form a coherent whole that the user can think of as one concept when using the Systemstate Editor. **SSEditor**, **SSAliase**, and **SSStory** are examples of user interface classes.

There are two ways of identifying items: keys and identity strings.

Keys are used to identify items. They are eight-character-long alphanumeric strings. Each **SSObject**, **SSLink** and **SSProperty** has one key (its `_uuid` attribute); hence one key is sufficient to identify them. But each **SSGroup** has two keys (its `_uuid` attribute and its `_parent` attribute), hence two keys are required to identify them.

Identity strings are used to identify **SSSelectors**. They work mostly like keys, except for **SSGroups**, where they will instead consist of the two keys of the **SSGroup** joined, with an underscore as the delimiter. This way, one identity string is always sufficient to identify the **SSSelector**. Also, since the **SSAdd** element and the **SSRemove** element also have their own **SSSelectors**, they can also be identified with identity strings consisting of the keys followed by an underscore, and then either "add" or "remove".