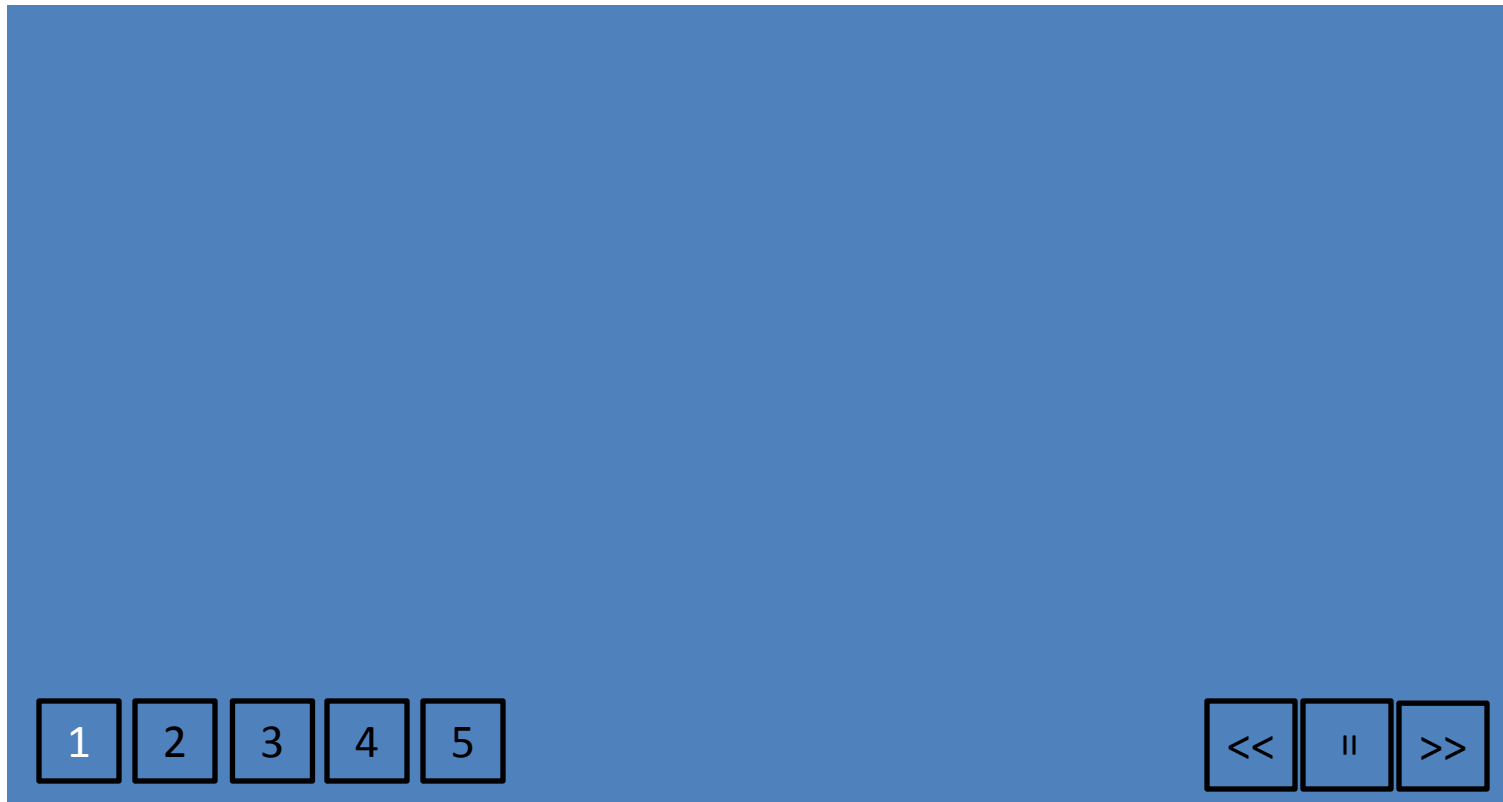


# AutoSlides Demonstration

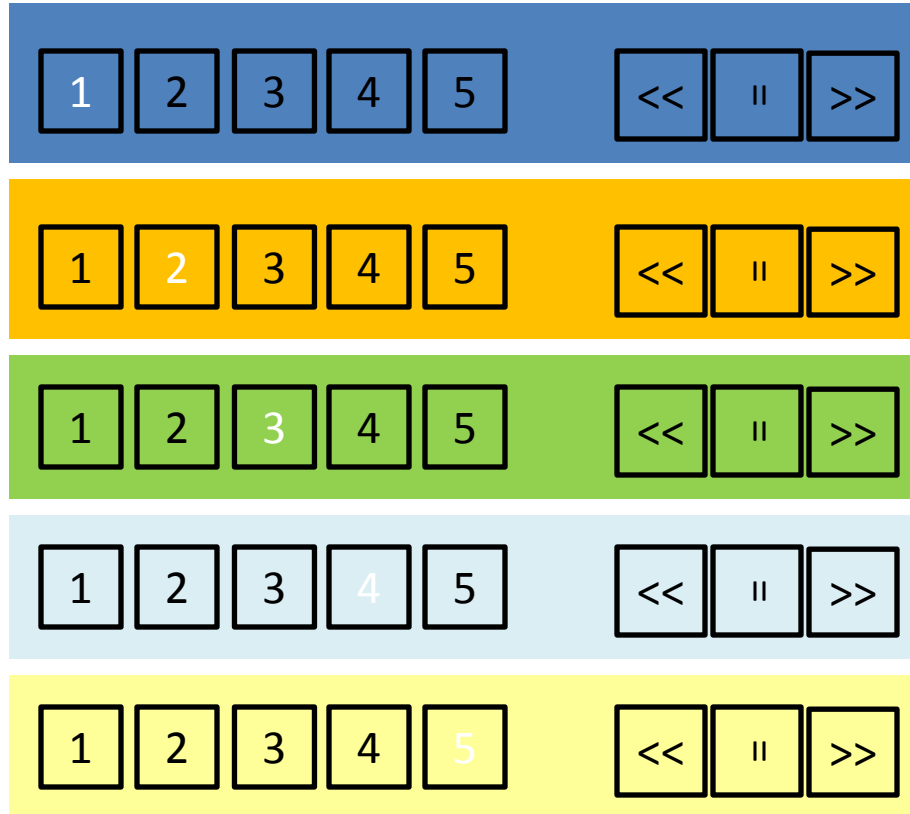
# GUI



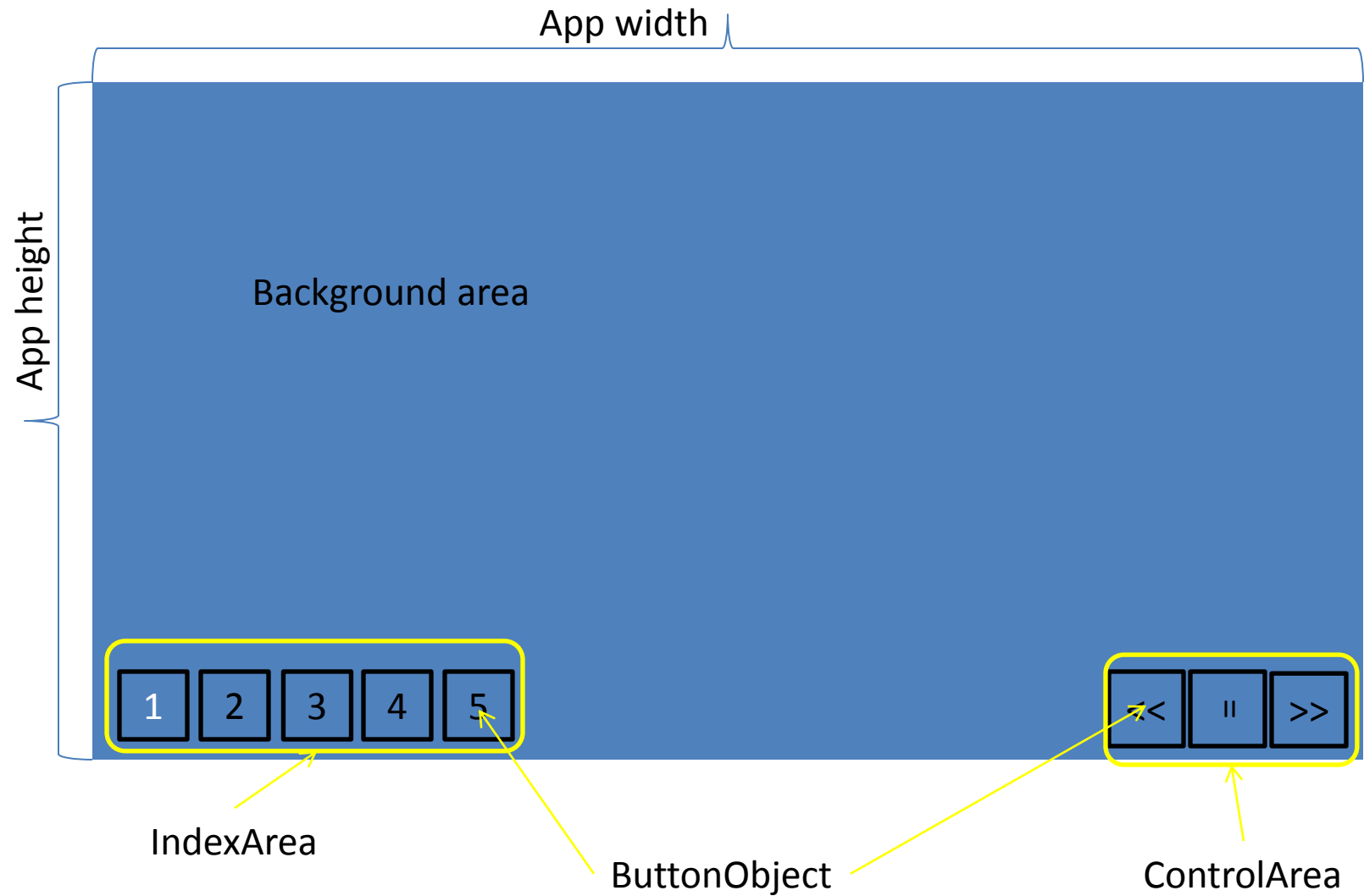
# Explanation

- Main screen includes three areas:
  - Background area(fixes the whole size of main screen): displays the content of each index
  - Index area(locates at left-bottom of main screen): shows up all of index, user can click to select the expected index. In “Auto Mode”, the index will be change after 2 second
    - The color of text will be “white” if is selected. If not, it will be “black”
  - Control area(locates at right-bottom of main screen): there are three buttons:
    - Back: returns to previous index when clicking
    - Next: turns to forward index when clicking
    - Play/pause: enable/disable “Auto Mode”

# Indexes data



# Design



# MainScreen.qml

- Store the list of background color(one index will have one color)
  - Defines in Colors.js
- Contains IndexArea and ControlArea
- Have the timer to process “Auto mode”
- Catch up the index changed when user clicks on IndexArea and update background color
- Catch up the signals from ControlArea:
  - Back: updates the IndexArea to last index and last color
  - Next: updates the IndexArea to previous index and color
  - Play/Stop:
    - Play: enable “Auto mode”
    - Pause: disable “Auto mode”

# IndexArea.qml

- Uses by mainScreen.qml
- Contains the list of ButtonObject.qml, that are created/sent by mainScreen.qml
  - Each ButtonObject has specific Index
- Resolution: width = App width/2, height = App height/10
- Resolution of ButtonObject: width = height = App height/10
- When user clicks:
  - Update ButtonObject status(active or not)
  - Signal to mainScreen.qml to announce the index value for changing background color

# ControlArea.qml

- Uses by mainScreen.qml
- Contains the list of ButtonObject.qml, next/back/play(pause) are defined inside ControlArea.qml
- Resolution: width = App width/2, height = App height/10
- Resolution of ButtonObject: width = height = App height/10
- When user clicks:
  - Back: signal to mainScreen.qml for updating index
  - Next: signal to mainScreen.qml for updating index
  - Play->Pause: signal to mainScreen.qml to disable “Auto mode”
    - Also changes the button state(Pause)
  - Pause->Play: signal to mainScreen.qml to enable “Auto mode”
    - Also changes the button state(Play)



# ButtonObject.qml

- Uses by IndexArea.qml & ControlArea.qml
- For IndexArea.qml, it will have specific index, will be also displayed as the name of ButtonObject
- For ControlArea.qml, it will have specific control function, the name will be defined by ControlArea.qml
  - Back: name will be "<<"
  - Next: name will be ">>"
  - Play: name will be "P"
  - Pause: name will be "O"

# App Structure

