

Youtube link:

<https://youtu.be/X2ECyu3zD6U>

GNUstep Architecture

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Lesson Learned)

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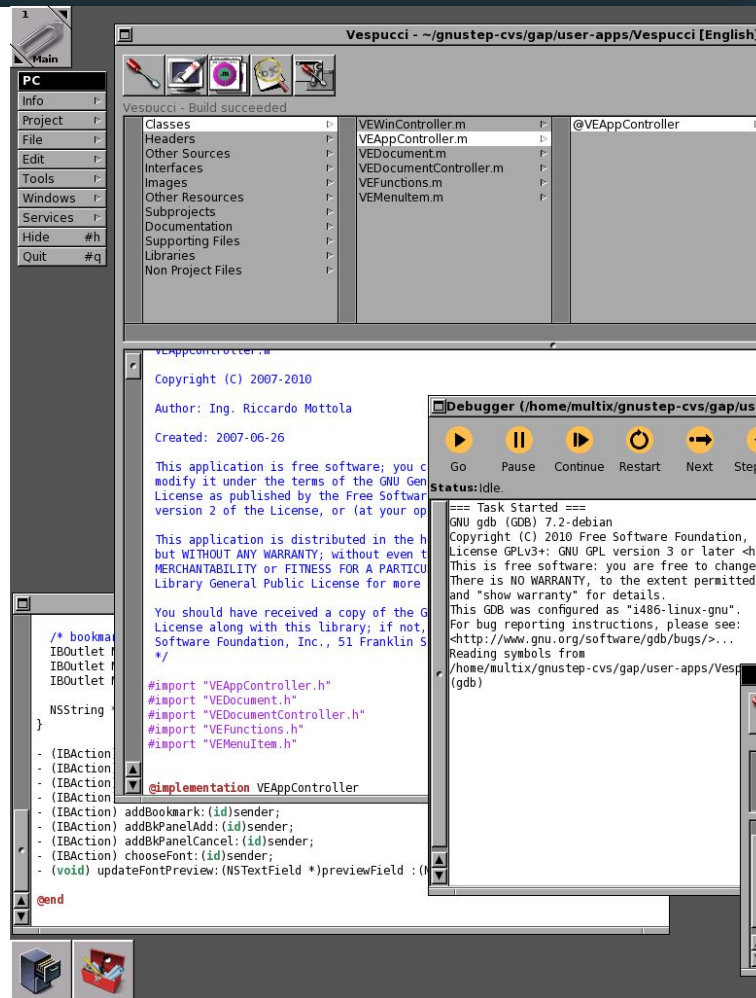
Component Overview

Components:

- ProjectCenter
- Gorm (Graphical Object Relationship Modeller)
- GNUstep-CoreBase
- GNUstep-Base
- GNUstep GUI Library
- GNUstep GUI Backend

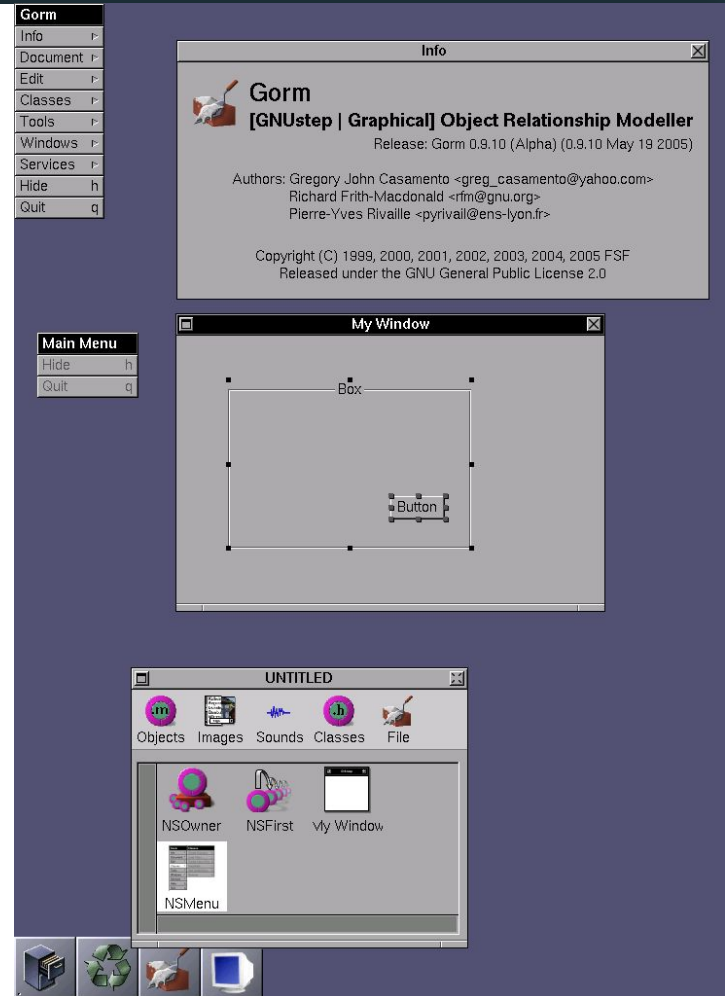
ProjectCenter

- Integrated IDE
- Manage Projects
- Makefile Generation
- Write and test applications



Gorm

- Graphical tool for UI design and implementation
- Simplifies interface creation
- Reduces code
- Creation of .gorm files, used to load your GUIs into your application
- Mimic's Apple's InterfaceBuilder

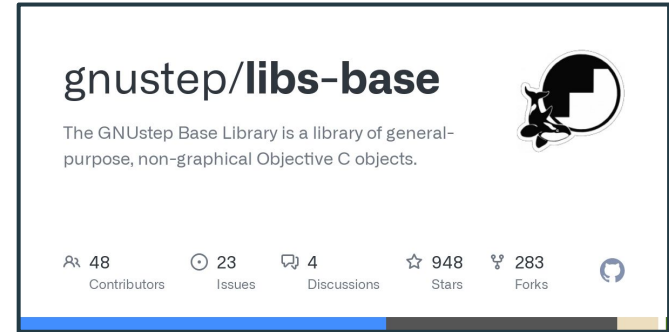


GNUstep Core-Base

- Designed for compatibility with Apple's CoreFoundation
- Suitable for lower level projects, and performance optimization
- Low level wrapper for C functionality
- Abstracts C concepts, providing useful higher level structures like Strings, Arrays, and Event Loops
- Non-Graphical

GNUstep Base

- Similarly abstracts lower level concepts
- Objective-C general purpose library
- Slightly slower than CoreBase, but much more programmer-friendly
- Provides useful Objective-C objects and APIs
- Non-Graphical
- Suitable in most application development cases
- Designed for compatibility with Apple's Foundation module



GNUstep GUI Library

- Provides GUI components for development
 - Buttons, text fields, etc.
- Provides API for handling actions on the components
- Written in Objective-C



GNUstep GUI Backend

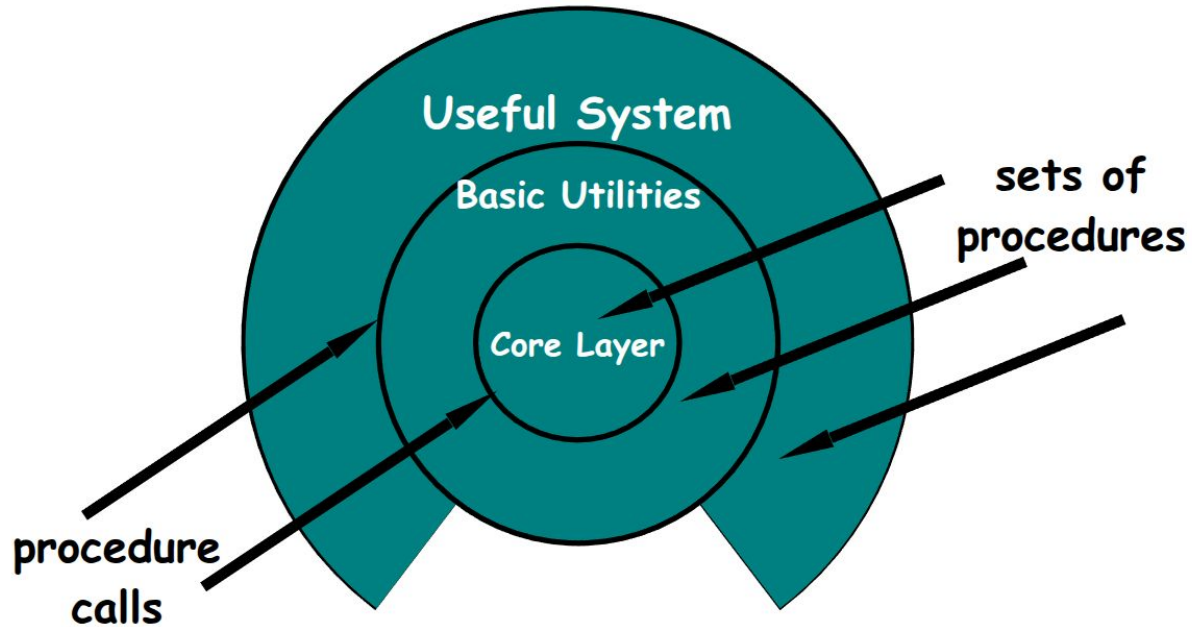
- Backend for the GUI library
- Handles component rendering
- Accounts for differences across machines and platforms
- Communicates with system's window manager to properly display applications
- Maintains a consistent look on every system





Top Level Architecture

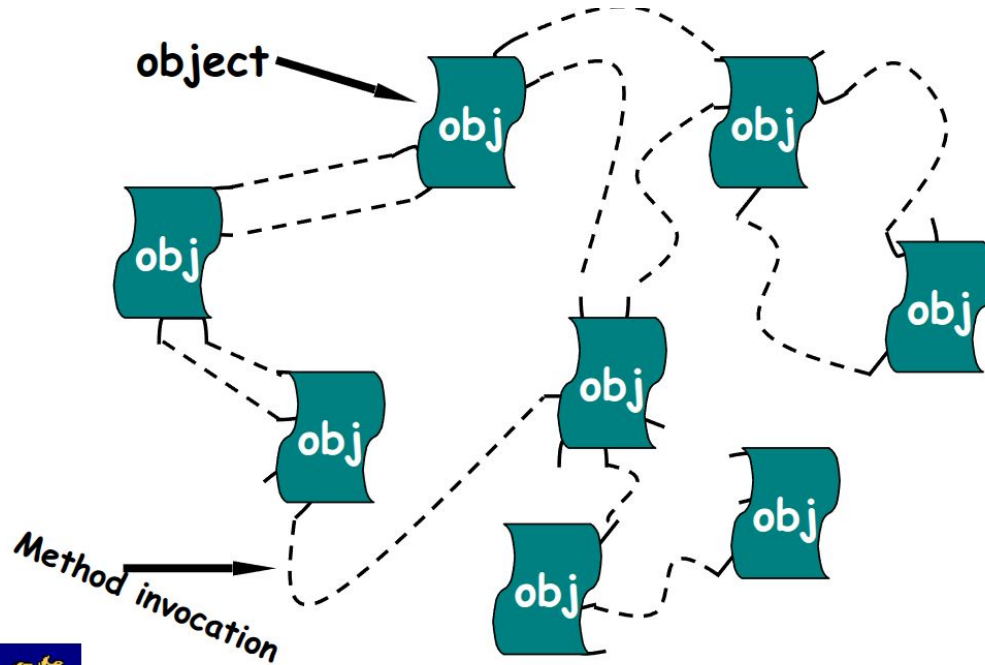
Layered Style



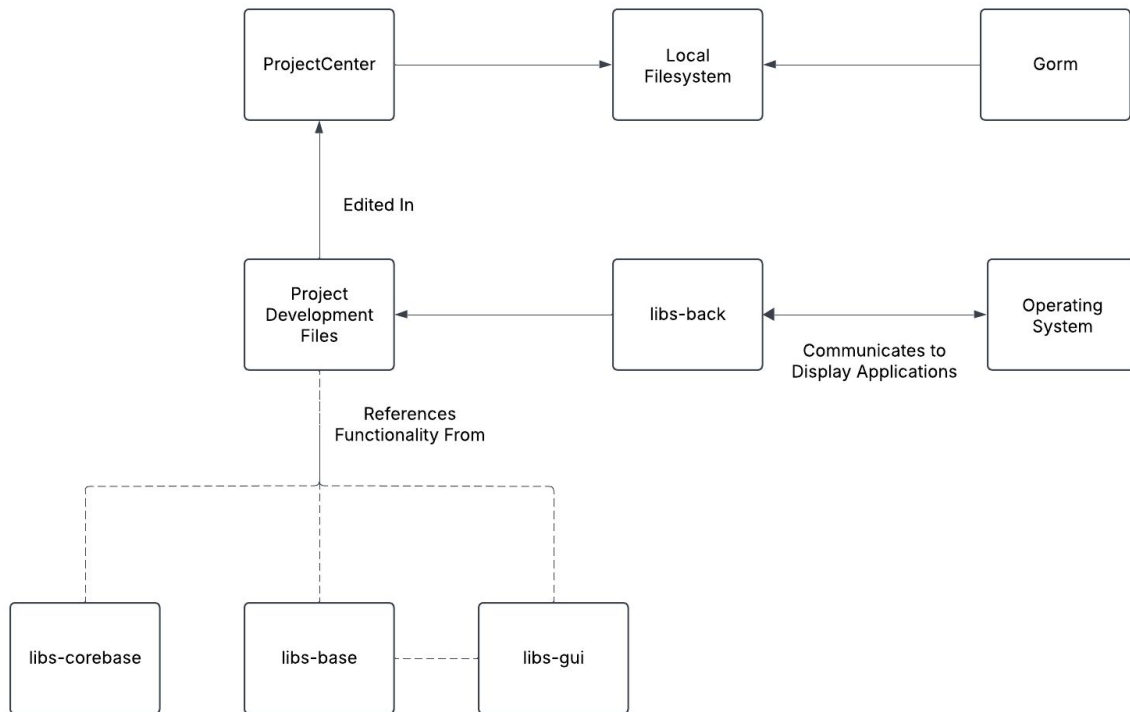
Layering

- A large portion of GNUstep is built upon itself
- Base and corebase provide the core of the application - similar to C/Objective-C standard library
- Most of GNUstep will rely on one of these two libraries
- The GUI library is built on top of base
- We then see built applications designed and run on top of the GUI libraries
- ProjectCenter and GORM are examples of useful systems built using these lower layers
- We add further layering when we design custom applications using ProjectCenter

Object Oriented Style

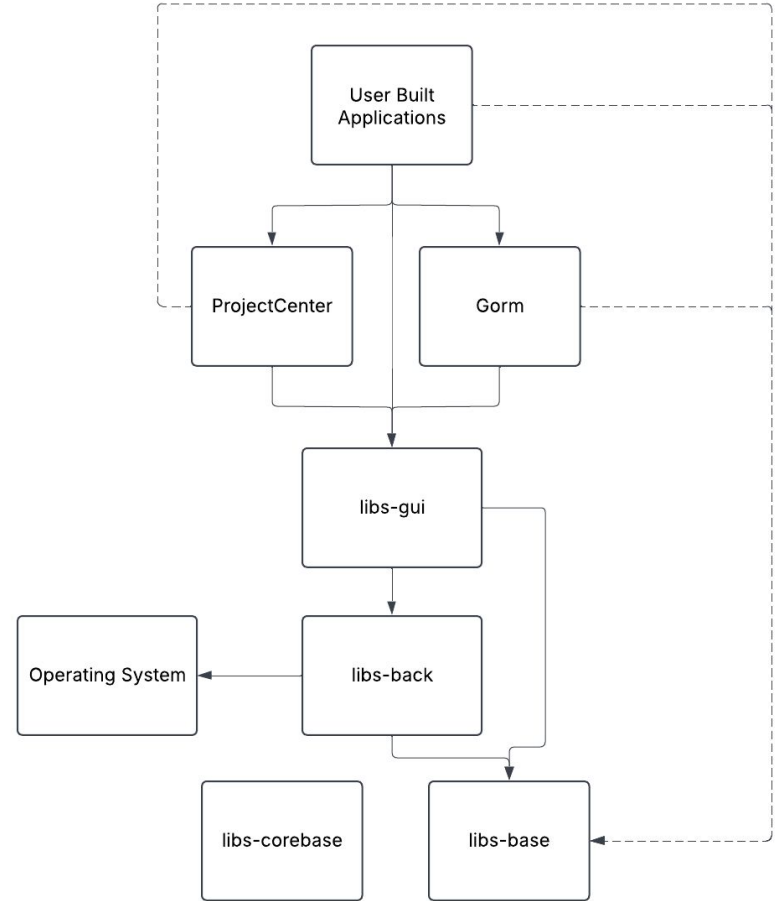


Development Workflow



Conceptual Architecture

- Clear layering of components
- Each level uses only functionality from the levels below
- In some cases, higher components access base for efficiency and saved development time
- Each component exposes an API for the others to access
- Most components encapsulate their data in objects



Concurrency and Team Implications

Effects of Concurrency on GNUstep:

- Multithreading Challenges, GUIs require smooth responses, so threading must carefully be managed so it can avoid race conditions.
- GNUstep uses an event loop to handle user inputs and system events efficiently.
- Component interactions, Backend communication, event handling and GUI rendering all require proper synchronization to function.

Team implications:

- Teams working on different components must coordinate their threading/ multithreading models.
- API boundaries can prevent concurrency bugs across development teams.

Lessons Learned

- Concurrency must be planned early. It is vital for synchronization mechanisms to be designed from the beginning.
- Ensuring GNUstep is compatible with macOS shows tradeoffs with performance and also flexibility.
- Documenting properly is critical. Properly documented open source projects help contributors add their work more smoothly.
- Separating the CoreBase, Base, GUI and Backend prevents unnecessary dependencies (Modularity).

Derivation Process and Alternatives

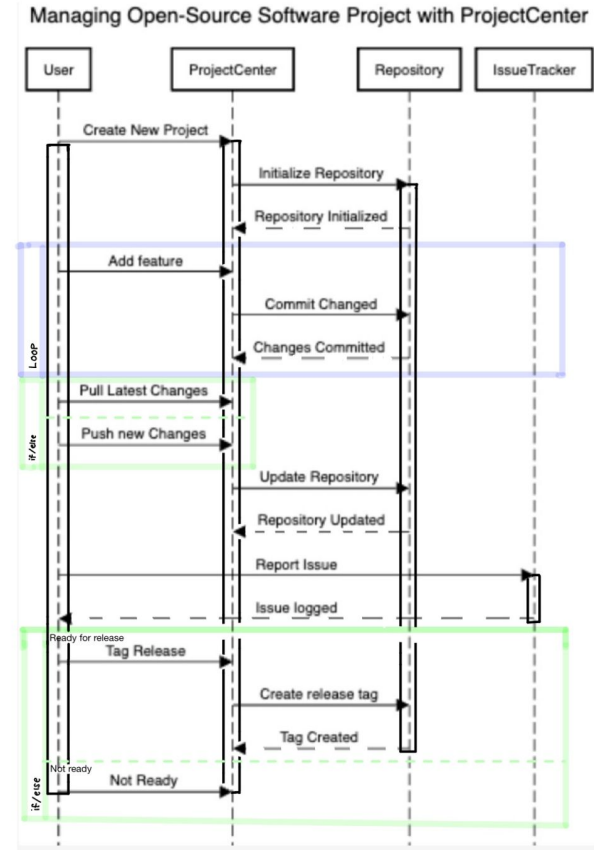
Derivation Process:

- GNUstep is based on the NeXTSTEP and OpenStep operating systems.
- They use a layered approach with Corebase and Base providing Objective-C functionality while the GUI builds over top. Dynamic linking in Objective-C allows the base/core-base functions to be called at runtime.

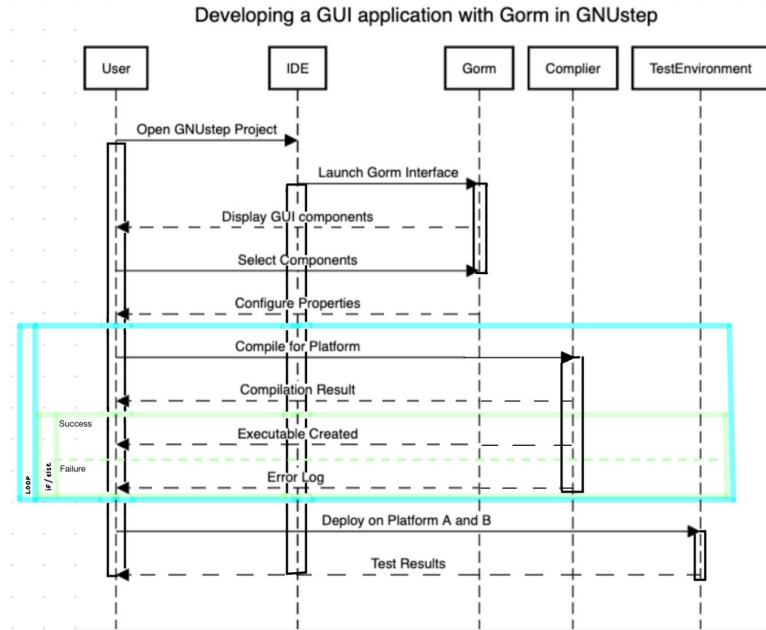
Alternatives Considered in the derivation process:

- Integrating with GTK or Qt, this could have provided a wider range of widgets and likely could have resulted in more developers using GNUstep earlier, although this approach could have led to compromises with their design and potential performance inconsistencies.

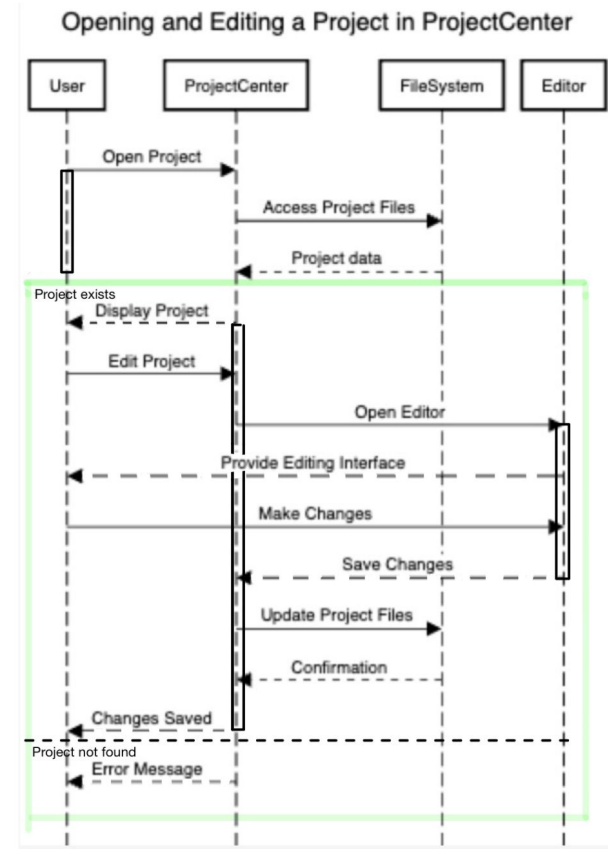
Sequence Diagram (Managing Open-Source Software Project with ProjectCenter)



Sequence Diagram (Developing a GUI application with Gorn in GNUstep)



Sequence Diagram (Opening and Editing a Project in ProjectCenter)



Conclusion

- GNUstep is an open-source, cross-platform framework based on OpenStep and Cocoa.
- It provides essential libraries (Base, GUI, CoreBase) and development tools (ProjectCenter, Gorm).
- It's evolved to improve Cocoa compatibility, Objective-C support, and UI rendering.
- Enables dynamic linking, cross-platform GUI development, and networking support.
- Due to it being open-source it can continue to adapt to the communities needs with more contributions.