

0.0.1 Overview of the Graphical User Interface

The GUI will look something like:



Figure 1: UI Design

as showcased in the analysis.

Within JavaFX there is a hierarchy[?] of a standard GUI components. This is shown below:

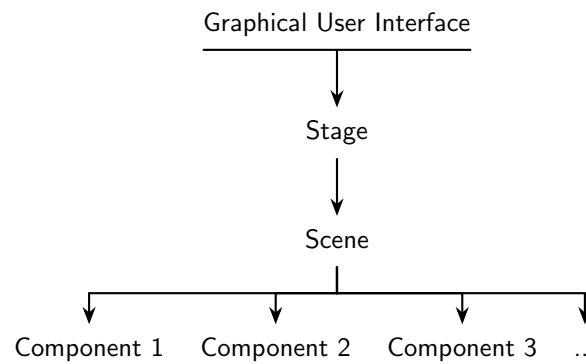


Figure 2: JavaFX Components Hierarchical Diagram

Now as a user we can manipulate the the components beneath Scene. It is standard to make the first component beneath Scene some kind of Pane. For this project a Border Pane is most suited since it has regions that can hold sub-components. A diagram of this is shown below of how a Border Pane is arranged[?].

The center area can consist of the plots themselves, and the left area can consist of the input. The top area could be used for the ribbon and other buttons to manipulate the plot.



Figure 3: Border Pane Architecture