# User's Guide (version 1.2)

# 1- GETTING STARTED

- Install MongoDB (<a href="https://www.mongodb.com/download-center/community">https://www.mongodb.com/download-center/community</a>)
  Install nodejs (<a href="https://nodejs.org/en/download/">https://nodejs.org/en/download/</a>) and a bash command line (<a href="https://gitforwindows.org/">https://gitforwindows.org/</a>)
- 2. Create database and log directories: create a new file "data" then two more files "data\db" and "data\log"
- 3. Create a data store and collections for Dephine in MongoDB:

## ➤ With Robo 3T

- i. Install ROBO 3T and run it
- ii. Create a database "photonicsdb"

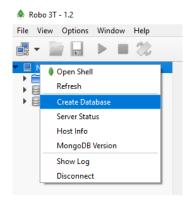


Figure Create a database with ROBO 3T

iii. Create the collections "foundries", "blocks", "definitions", "components"

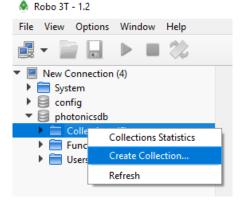


Figure Create a collection with ROBO 3T

### With mongo shell

 Run mongod.exe with administrator privileges (located by default in c:\program files\MongoDB\server\3.6\bin)

### - Create a Database:

If a database does not exist, MongoDB creates the database when you first store data for that database. As such, you can switch to a non-existent database and perform the following operation in the mongo shell:

ii. use photonicsdb

The insertOne() operation creates both the database myNewDB and the collection myNewCollection1 if they do not already exist.

- Create a Collection:

If a collection does not exist, MongoDB creates the collection when you first store data for that collection.

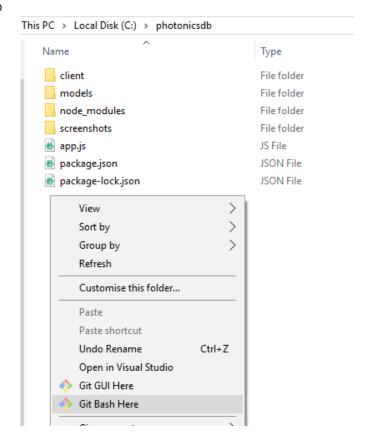
iii. db.foundries.insertOne( { x: 1 } )

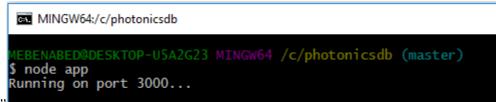
db.blocks.insertOne( { x: 1 } )

db.definitions.insertOne( { x: 1 } )

db.components.insertOne( { x: 1 } )

- 4. Copy/paste photonicsdb (root folder) file with its content
- **5.** Git Bash in c:\photonicsdb

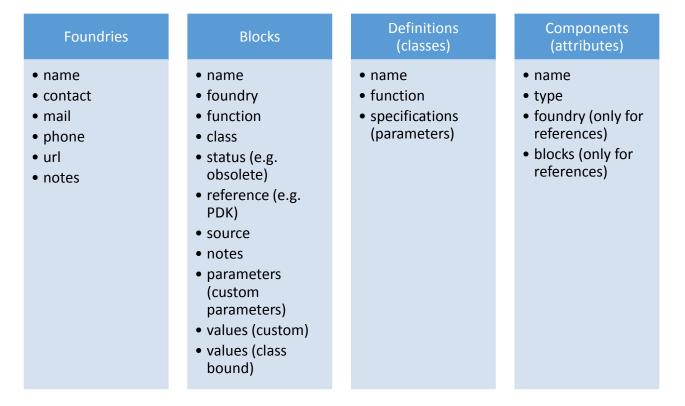




- 6. Run the command "node app"
- 7. Run Dephine on a browser on: <a href="http://localhost:3000">http://localhost:3000</a> (subject to changes for secondary nodes).

# 2- DATA SCHEMA

Data is distributed between 4 collections: Foundries, Blocks, Definitions (also called Classes) and Components (also called Attributes). Every collection contains documents and every document contains attributes (not to mix with Attributes collection). The figure below maps this distribution.



# 3- Browsing

#### > The navbar

The navbar has 8 links: home, blocks, insights, scopes, definitions, attributes, collapsible add, foundries and doc. These links lead to their respective views. The navbar has a toggler triggered by smaller screen sizes.

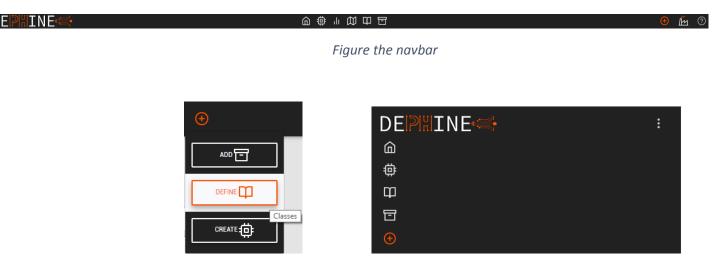


Figure Collapsible add

Figure navbar toggler (in the top left)

#### > The views

Blocks

Blocks' collection documents are returned on cards, every card has blocks' attributes and a "more info" button leading to the single block **view**. This view has a clipboard copy button (on top of **the filtering panel**).

The filtering panel consists of:

A search form has 5 fields: 3 (blank) search within all the block attributes (including the name), one search within their names and the last one search within blocks' notes.

4 selection forms to filter the blocks by foundry, by reference, by function and by class (filtered by the functions selection form in the same panel).

A count for the displayed blocks.

A button to show or hide blocks' classification (foundry, function, class).

A popover button explaining the adjacent switch.

A switch cascading showing only up-to-date blocks when it's on (dark orange) and all the blocks when it's off (light orange).

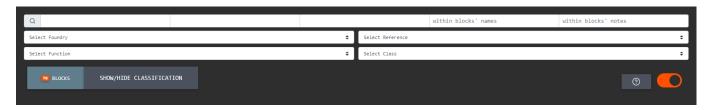


Figure Filtering panel



Figure Block attributes: Obsolete, to be updated (red) and up-to-date (green)

#### Block

Loaded upon clicking on a "more info" button on the blocks view (Also by clicking a block name in the **foundry view**, **scopes view** and **insights view**.

It returns accessed block and the assigned class. The view has a clipboard copy button, an Edit button (bottom left) leading to **edit\_block view**, an "update values" button to **fill\_block view** and a delete button (bottom right).



Figure Block view

Figure Notes popover button and clipboard copy button

#### edit\_block

Returns a form prefilled with the block attributes that can be updated through the submit button. Hold <ctrl> for multiple selection of outstanding parameters, <shift> for sequential selection and click back to deselect. Selected parameters are shown under the submit button. The classes to the functions and the sources that are shown are bound to the foundry.

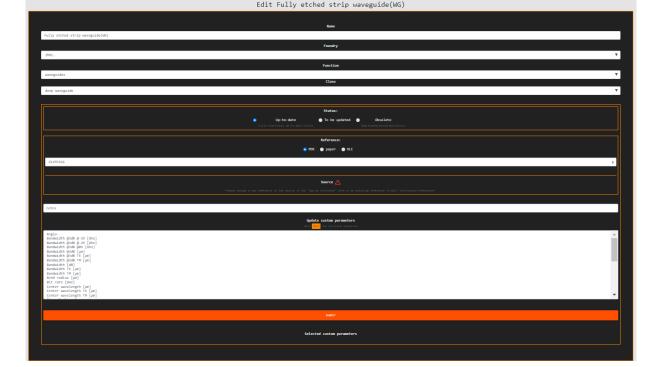


Figure Edit block view

## fill\_block

Displays the block view where you can update parameters' values and mark whether blocks are up-to-date or to be updated.

## • Definition of classes $\square$

Returns definitions (classes) attributes and a "more info" button leading to the single **definition view.** This view has a form with 3 search fields within all the attributes and a filtering classes by function form.

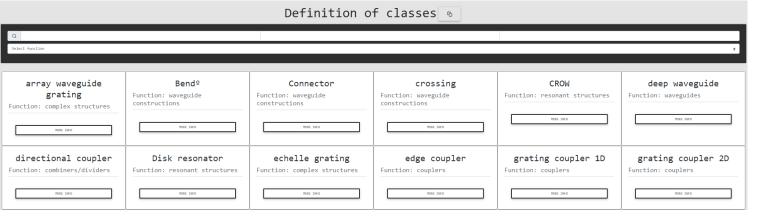


Figure Definition of classes view

## • Definition

Returns accessed class document displaying its attributes. This view has a clipboard copy button, an Edit button (left bottom) leading to **edit\_definition view** and a delete button.

#### edit definition

Returns a form prefilled with the definition attributes that can be updated through the submit button. Hold <ctrl> for multiple selection of outstanding parameters, <shift> for sequential selection and click back to deselect. Selected parameters are shown under the submit button.

# Edit array waveguide grating

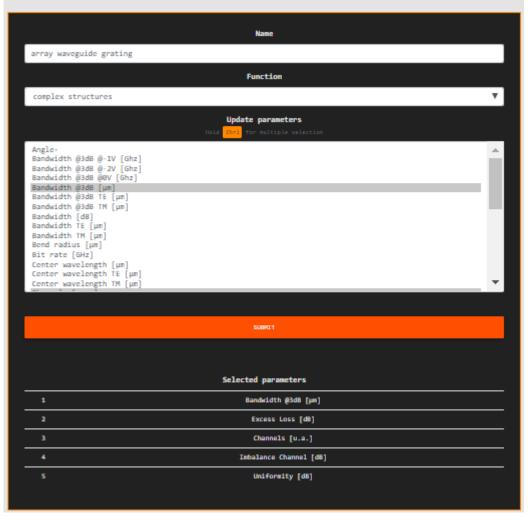


Figure Edit definition

#### Attributes 🗖

Returns attributes documents. Attributes are divided into 3 types: functions, parameters and references.



#### Attribute

Returns attribute single document with its edit and delete button

# Foundries

Returns foundries documents displaying attributes and a "more info" button leading to the single **foundry view**. The form has 3 search fields within all the attributes of the document

# Foundry view

Accessed foundry document is returned with the foundry attributes, also, listing blocks having the accessed foundry as an attribute fiiltrable by class. This view has an Edit button (left bottom) leading to **edit\_foundry view**, a delete button a popover notes button and a clipboard copy button.

# edit\_foundry

Returns a form prefilled with the foundry attributes that can be updated through the submit button.

# • Add/addf/addc/addb

Returns forms to create attributes documents on collection. A name for the document is the only required attribute for creating the document.

**Note**: In order to create documents with unique names forms and submit buttons are hidden until confirming the uniqueness of the typed name that should only be done if the sole option "This name has not been used before" is left.

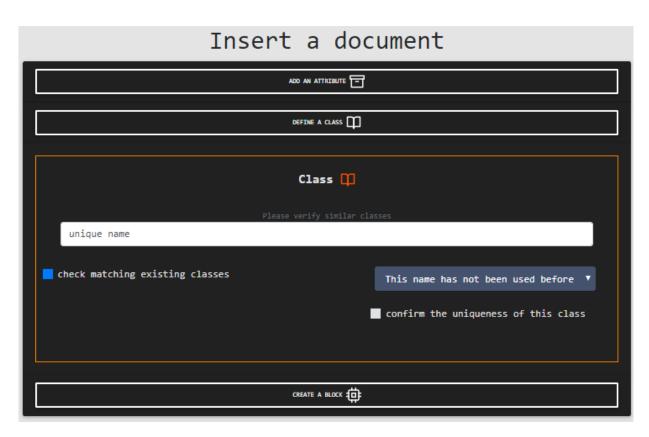


Figure Name form uniqueness confirmation

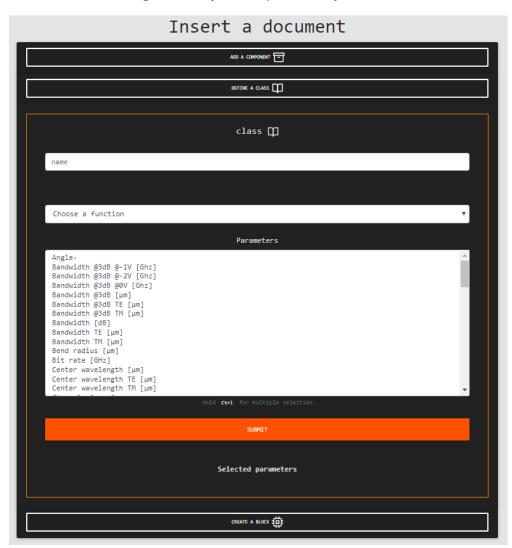


Figure addc view