Frontend Documentation of Project

# Malphas

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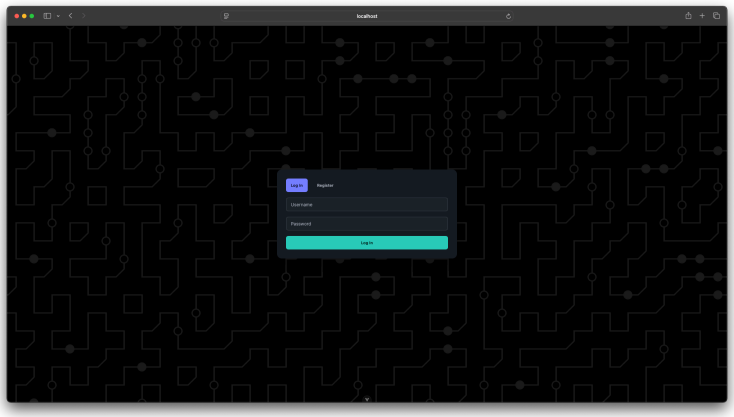
## Abstract

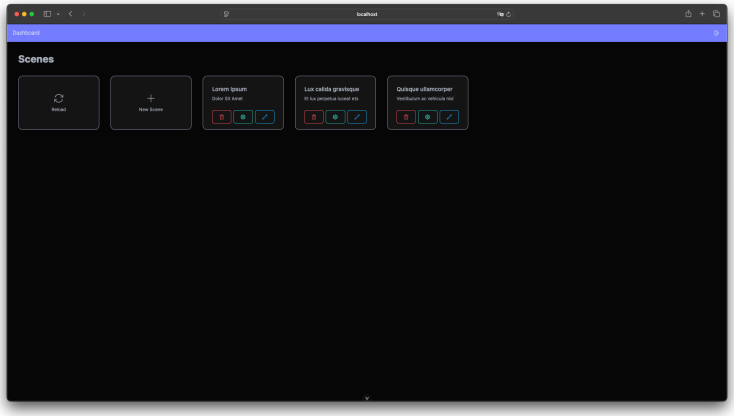
This document aims to walk the reader through the user interface of the *Malphas* logic simulator. It is not to be interpreted as an exhaustive list of the program's features, nor does it imply to cover the technical nuances that were inevitably involved in the creation of this project.

## Authentication



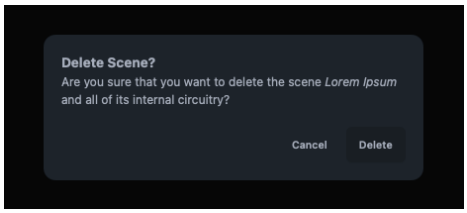

Upon navigating to the frontend URL for the first time, the user is greeted with an authentication page. The page contains a form, which can be used for both logging in to an existing account, as well as registering a new account. The two states of operation can be toggled between with the help of the bistate button at the top of the authentication box.

## Dashboard

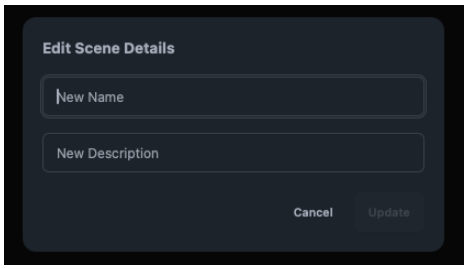



Upon logging in, the user is presented with a Dashboard. This page aggregates all the user's circuits ("scenes"). It lets them edit the title and description of each scene, allows for removal and creation of new scenes, and acts as the gateway to the circuit editor. The CRUD functionality is accessible through the three function buttons of the cards of each scene. The creation of new scenes is facilitated through a dedicated card marked with a plus icon. An

additional reload card is also available. It lets the user query the backend to re-fetch the scene list.

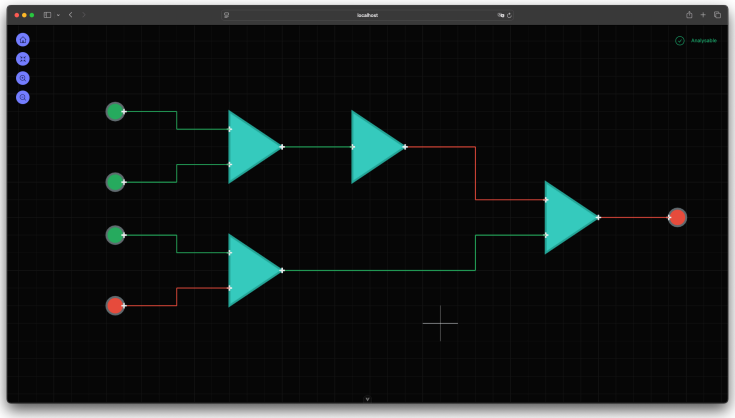



When the user chooses to invoke the deletion functionality, they will be prompted for confirmation.



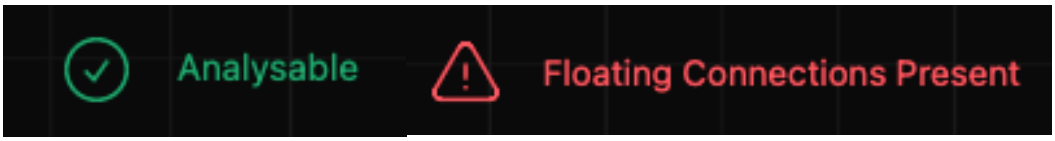

When renaming or changing the description of a scene, the user is prompted for a new title and a new description.

## Circuit Editor



Upon clicking the edit button, the user is transported to the graphical circuit editor. As the name implies, this view lets the user edit a logic circuit in a graphical manner with the utilization of peripheral devices. The behavior of this view resembles the behavior of a typical Computer Aided Design (CAD) software. It allows for zooming and panning, as well as for dragging circuits and establishing wired connections with user-defined wire routing. The zooming functionality is controllable either through the scroll wheel, or the buttons on

the upper-left-hand side of the view. Every element of the viewport, including the mouse pointer itself, is aligned to the grid. Besides making the circuit look more organized, this also serves to simplify the math involved in a variety of operations, such as dragging circuits or establishing wired connections. Adding new components into the scene is facilitated through a pop-up that can be brought into view with the '*a*' key. Removing wires under the cursor is key-bound to '*x*', whereas deleting circuits is accessible through the '*d*' key. Panning and zooming relies on mouse movement when the middle mouse button is pressed.
To move a circuit, the right mouse button must be clicked when the cursor is located inside of a circuit polygon. This action will cause the circuit to follow the cursor. To submit a new location, the left or the right mouse button should be pressed. Establishing wired connections is only supported between the input of one circuit, and the output of another. Only one inbound and outbound wire per connection is permitted. On the upper-right-hand side of the screen you will find a status indicator:




This indicator notifies the user in the case that an analysis could not be performed. This is the case, when, for example, the circuit does not form a closed loop and/or some connections of participating circuits are left disconnected ("Floating connections").
The Boolean values of inputs are toggleable through the '*t*' key.
When the status indicator indicates that the circuit is analyzable, the wires take on a red or a green color. This indicates either a logical 0 (*False*) or 1 (*True*) respectively.