Developer Guide

for

Building A Modern Mindmap Interface

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Introduction

This product provides tools for users to build the mind maps, so that users have a more effective way to improve their learning skills. The goal is to focus on building an interface that allows users can creatively create and organize information into their own unique map and enhance their memory. A secondary objective is to implement a feature of the webapp that sets it apart from other mind map applications that already exist.

Files

Data.json

This data file includes the json formatting of our mindmap test case, in which real class notes have been made into a mindmap using all features. This is currently what the mindmap will open to by default. This file or any other json file can be used to save and load mindmaps in the future, by defining the parameters “Children”, “Shape”, “Name”, and “Description” for each node.

Index.html:

Structure of the mind map web app, This is where the bulk of the code exists and where the UI and mindmap behavior is defined.

Mousetrap.js

Mousetrap is a simple keyboard shortcut library for Javascript with no external dependencies. Copyright 2013 Craig Campbell.

This file is apart of the initial library the mind map was built upon. It handles the keybinding that is defined in index.html.

Index.js

This file handles function of all the buttons and keystroke available in the web app: such as modifying node and loading JSON data to map. This also contains the code to build the tree for the nodes that will be created by users.

Jscolor.js

JavaScript Color Picker from an open source. This allows to change color according to the color palette.

style.css

This files contains style of all elements throughout html file.

Functions:

getDirection(data): retrieved the description to the current selected nodes
selectNode(target): select the node that is ready to change
Mousetrap.bind(string, function(){}): input keyboard button (up, down, left, right), then choose the current node.
delNode(): delete the current selected node
addNodes(dir): input direction and choose to add a new node on either left or right
addChild(): Add a new node as the child of the selected node.
addNodeName(): give the selected node a new name
moveNodes(from, to): move nodes from left to right/ right to left
setConnector(type): set connector as either diagonal or elbow
select(node): find previously selected node, unselected
createNew(): create a new mindmap
handleClick(d, index): handle the clicked node
setColor(color): set the button color to color
addDescription(): add the description to current node
getDescription(): retrieves the description saved to the currently selected node
changeShape(newShape): change the node shape
appendShape(node, isSmall):adds a shape to a node, isSmall will make it the smallest and therefore invisible size.
resizeShape(node, shape, s, isSmall): change the size of the node according to how much text it has.
appendText(node): adds a shape to a node.
getTextWidth(node): get the width of the text box.
getTextHeight(node): get the height of the text box.
loadJSON(fileName): load the test file
loadFreeMind(fileName): load a free mindmap

How to run:

The current code can only be run locally for now.

One way to run it locally is using XAMPP.

Download: https://www.apachefriends.org/download.html

After installation, place all the code folder files in the directory C:/xampp/htdocs/foldername

To browse the application, go to your web browser: /localhost/foldername