

Appendix C

User Manuel and Working Example

When the user navigates, using their web-browser, to the URL of the SA Workbench they are presented with the systems home page shown in figure C.1. In order to use the system a new user has to register to it. This is done via the Sign in button located at the top right corner of the page.

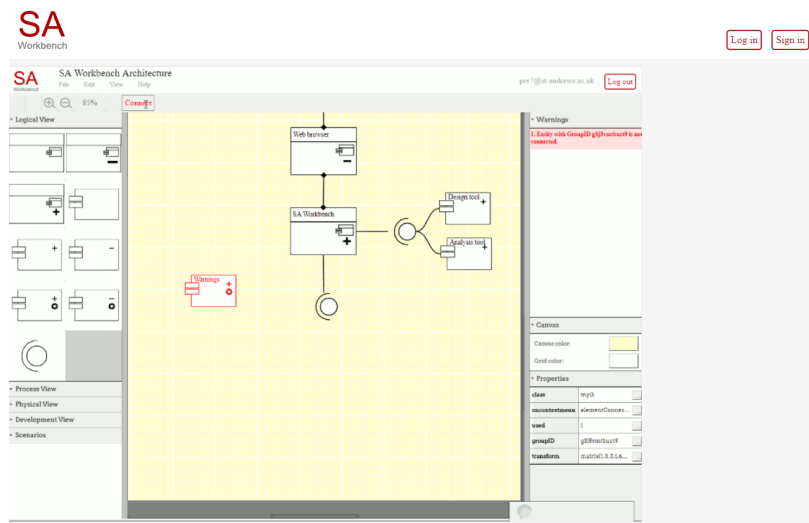
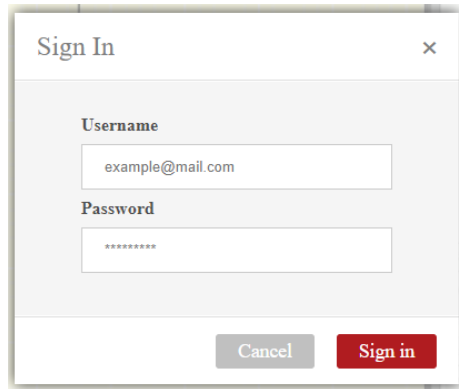


Figure C.1: SA Workbench homepage.

In order to Sign in the new user has to provide an email address and a password. If the email address is already used the user is provided with a message explaining that and is prompted to try another email address. Otherwise the user is logged in

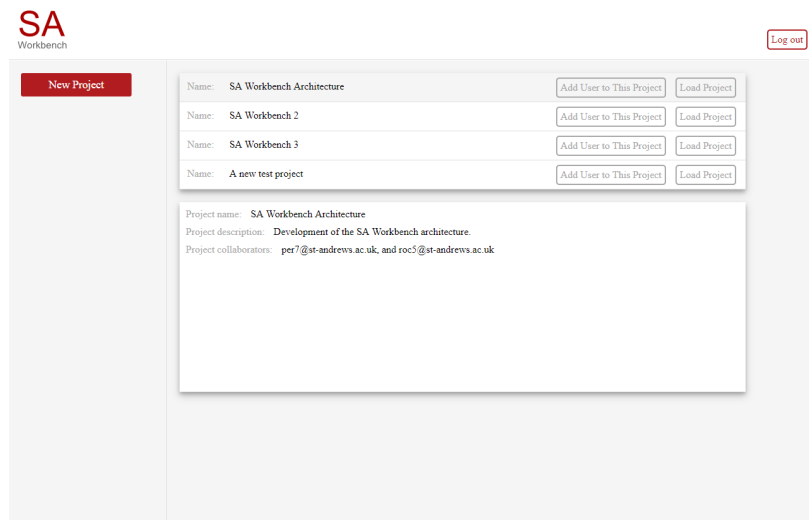
and redirected to the projects page. In the case of a registered user they opt for the Log in button and using a similar to the shown in figure C.2 window log in.



A modal window titled "Sign In" with a close button (X) in the top right corner. It contains two input fields: "Username" with the text "example@mail.com" and "Password" with masked characters "*****". At the bottom, there are two buttons: "Cancel" and "Sign in".

Figure C.2: Sign In window.

At the projects page, the user is presented with a list of all of the related to them projects. A new user will have an empty list. When the user clicks on a given project they could see the project's description in the section located in the centre of the screen. At this point the user could log out, via the located at the top right corner log out button, could create a new project, via the New Project Button, could load a given project by clicking on the related Load Project button, and could add another registered user to a related project via the Add User to This project button.



The SA Workbench projects page. The header shows the "SA Workbench" logo and a "Log out" button. On the left, there is a "New Project" button. The main content area displays a list of projects:

Name	Add User to This Project	Load Project
SA Workbench Architecture	<button>Add User to This Project</button>	<button>Load Project</button>
SA Workbench 2	<button>Add User to This Project</button>	<button>Load Project</button>
SA Workbench 3	<button>Add User to This Project</button>	<button>Load Project</button>
A new test project	<button>Add User to This Project</button>	<button>Load Project</button>

Below the list, a detailed view for the "SA Workbench Architecture" project is shown:

- Project name: SA Workbench Architecture
- Project description: Development of the SA Workbench architecture.
- Project collaborators: per7@st-andrews.ac.uk, and roc5@st-andrews.ac.uk

Figure C.3: The SA Workbench projects page.

When the user clicks on the New Project button they are presented with a window prompting them for the project's name and description.

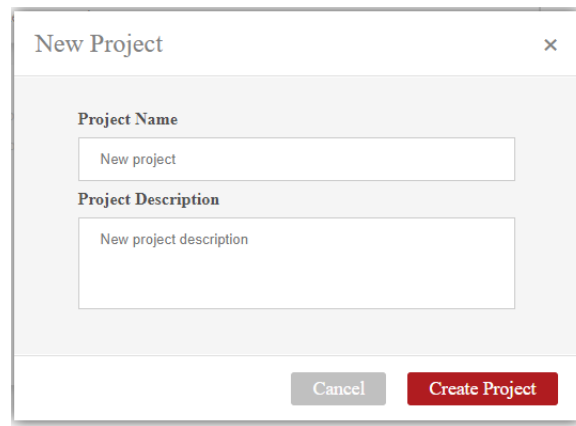
A dialog box titled "New Project" with a close button (X) in the top right corner. It contains two input fields: "Project Name" with the placeholder text "New project" and "Project Description" with the placeholder text "New project description". At the bottom, there are two buttons: "Cancel" and "Create Project".

Figure C.4: Create a new project.

When the user clicks on the Add User to This Project button they are presented with a window prompting them for the project's email address.

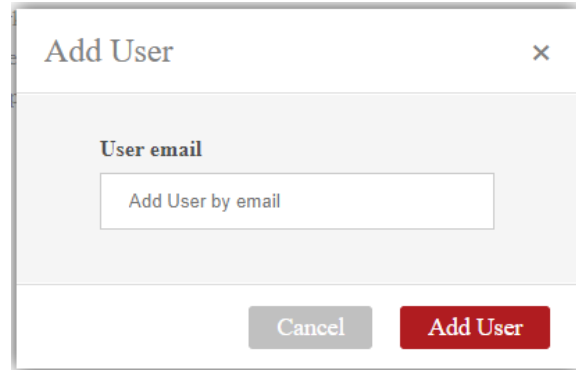
A dialog box titled "Add User" with a close button (X) in the top right corner. It contains one input field labeled "User email" with the placeholder text "Add User by email". At the bottom, there are two buttons: "Cancel" and "Add User".

Figure C.5: Add a new user to a given project.

When the user clicks on the Load Project button they are presented with a window prompting them select the tool they would like to open the project with. This implementation of the SA Workbench has only one tool, namely the Design tool.

After selection of load project with the design tool option selected the related tool

is presented to the user. The functionalities available to the user are logically grouped in 4 areas of the screen namely top, centre-left, centre-centre, and centre-right

In the top area, the user is presented with a button for logging out, a menu bar and a tool bar. In the menu bar, we have 4 drop-down menus from which the user could select options related to file manipulation, canvas editing, tool customization such as showing and hiding of different component such as chat, warnings, notifications, and properties, and help. From the tool bar, the user could select options for zooming in and out and type of connection when connection two architectural entities.

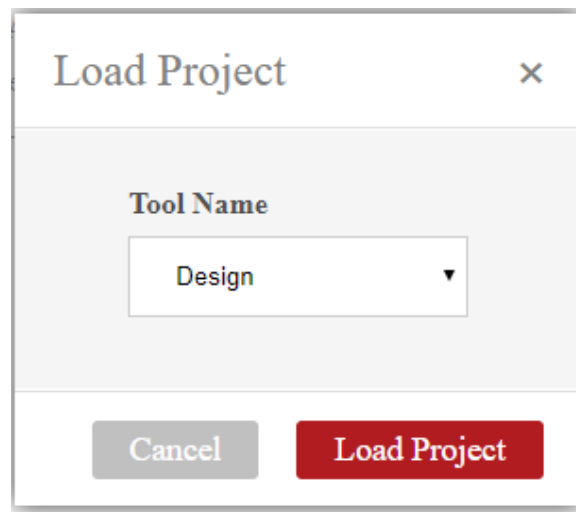


Figure C.6: Choose a tool.

On the left-centre part of the screen the user is presented with menus showing predefined architectural notations related to the selected view. When a given view is selected the user is presented with their work related to the view in case such exists. All of the entities presented are draggable and could be dropped only in the centre-centre area of the screen.

When dropped in the centre-centre area, each architectural entity is analysed and if there are any warnings the related entities are highlighted in red. The dropped elements are visible and could be manipulated by all of the associated to the project users. This version of the software supports moving, resizing, editing of text, deleting, and connecting of entities.

On the right-centre part of the screen, the user is presented with the warnings,

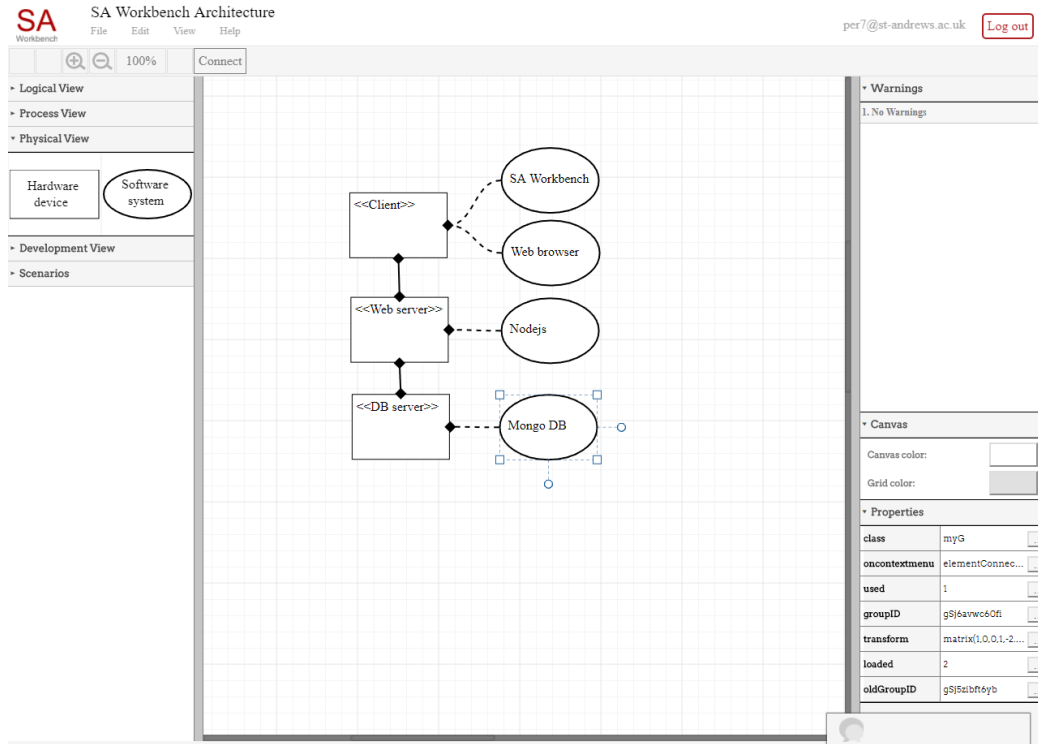


Figure C.7: The SA Workbench Design tool page.

canvas, and properties sections. The Warnings section is used for displaying of the analysis of the architecture drawn. The Canvas provides functionalities for customization of the canvas in terms of colours which could be selected from a predefined set presented in figure C.8. The Properties section provides information in relation to the properties of the last selected architectural entity.

On the bottom, right part of the screen the users are presented with the chat section from which they could choose to chat with other project's collaborators, given that there any online. When the user clicks on the chat-box section containing the other user's email address a chat window appears. Via this chat window the first user can communicate with the second in a private chat. The chat-box and a chat window are shown in figure C.9.

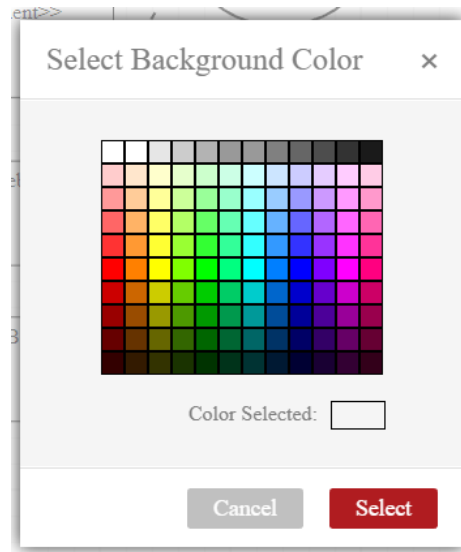


Figure C.8: The SA Workbench Design tool canvas colour editor.

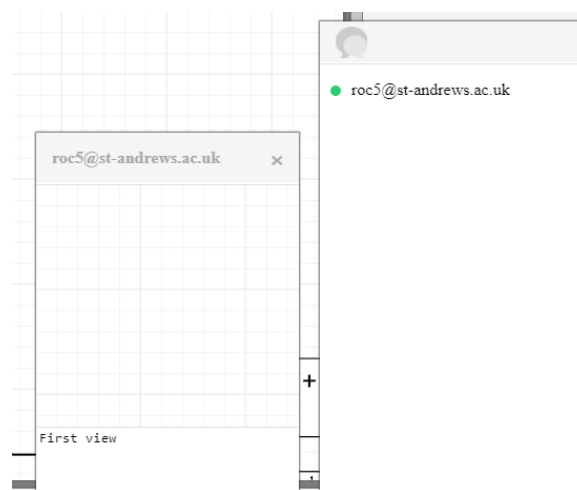


Figure C.9: The SA Workbench chat section.

