**COLORS MODULE**

**The module documentation**

**A module for color customization**

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# **1. The purposes of this document**

This document has the purpose of describe the module and its interfaces with the goal of improve the Developer Experience (DX) once the developers have to create new features or even for maintenance.

# **2. Colors module**

The colors module is a component from the Rclock that customize screen components like date, colons and digits with new colors. All the settings about colors are defined at the beginning of the program.

# **3. The layout of the documentation and the module**

The module is divided into two parts, the public code and the private code, the will be placed inside the directories public/ and private/ respectively. All private interface names shall begin with an underscore. The public interfaces may use the private interfaces, the private interfaces may use another private interface, however, a private interface can’t use a public interface.

# **4. Interfaces**

## **4.1. Public interface**

### void loadBuiltinColors( );

**Purposes**:

This procedure defines all possible colors that the Rclock can use for user customizations.

This procedure only define all colors using the Ncurses library, however, to use them is necessary call the **setComponentsColors( )** to set specific colors for each interface component.

**Preconditions**: This routine must be the first called routine from this module for configuration purposes, if it is not called first, unexpected behavior may happen.

**Postconditions**:

### void setComponentsColors(struct ColorsModule userArguments, char\* errorOutput);

**Purposes**:

This procedure will assign colors for all available interface components, that are Colons, digits and date.

**Preconditions**:

The user arguments must be fetched before calling this procedure

**Postconditions**:

The component’s color ID becomes available after calling this procedure and can be fetched using other function from this module.

**Special considerations**:

This procedure uses other private routines that set the colors for specific components

**Additional comments**:

Any error generated inside this procedure will be available on the **errorOutput** pointer.