

# Watson Dialog Library API

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This document is an application programming interface for the Watson Dialog Library. The Watson Dialog Library consists of 4 components: NumberPad, StringPad, Selector, and Alert.

## NumberPad

The number insertion pad class consists of a dialog box that represents the Watson Number Pad.

### Functions

`open(minValue, maxValue, titleStr, instructStr, decimalAllowed, base, callbackFunc, div)`

**Description:** Opens the number pad dialog box.

#### Dialog Functionalities:

- If *Okay* is pressed, the dialog closes and the callback function is called within the calling class with the numeric value passed as the first and only parameter.
- If *Clear* is pressed, the number pad's content is cleared from the input bar.
- If *Cancel* is pressed, the dialog closes and the callback function is called with *null* passed as the only and only parameter.

#### Parameter Specifications:

- *minValue*: A number specifying the minimum value to be accepted. If null, no minimum value will be used.
- *maxValue*: A number specifying the maximum value to be accepted. If null, no maximum value will be used.
- *titleStr*: A string specifying the title of the dialog.
- *instructionStr*: A string specifying the user instruction.
- *decimalAllowed*: A boolean value specifying whether or not decimals are allowed.
- *base*: A number specifying the base number system. The supported bases are 10 and 16; 10 opens a decimal number pad while 16 opens a hex number pad.
- *callbackFunc*: A function that the dialog will call (inside the calling class) with the numeric inputted value when the user clicks *Enter*. The numeric value will be the first and only parameter.
- *div*: The dialogs will center themselves with respect to this div; in other words, the dialogs will open in the center of this div. This would be the main div of your lab. Preferably, one outer div would surround all of your lab's components. This would be the div that you would pass as a parameter here. If not, for labs using the editor, this is the div object that your editor occupies. For labs not using the editor, this is some div that the majority of your lab occupies (for example, Digital Logic would probably use the canvas div).

## StringPad

The string insertion pad class consists of a dialog box that represents the Watson String Pad.

### Functions

`open(titleStr, instructStr, callbackFunc, div)`

**Description:** Opens the string insertion pad dialog box.

#### Dialog Functionalities:

- If *Okay* is pressed, the dialog closes and the callback function is called within the calling class with the string value passed as the first and only parameter.
- If *Clear* is pressed, the number pad's content is cleared from the input bar.
- If *Cancel* is pressed, the dialog closes and the callback function is called with *null* passed as the only and only parameter.

#### Parameter Specifications:

- *minValue*: A number specifying the minimum value to be accepted. If null, no minimum value will be used.
- *maxValue*: A number specifying the maximum value to be accepted. If null, no maximum value will be used.
- *titleStr*: A string specifying the title of the dialog.
- *instructionStr*: A string specifying the user instruction.
- *decimalAllowed*: A boolean value specifying whether or not decimals are allowed.
- *callbackFunc*: A function that the dialog will call (inside the calling class) with the inputted string value when the user clicks *Enter*. The string value will be the first and only parameter.
- *div*: The dialogs will center themselves with respect to this div; in other words, the dialogs will open in the center of this div. This would be the main div of your lab. Preferably, one outer div would surround all of your lab's components. This would be the div that you would pass as a parameter here. If not, for labs using the editor, this is the div object that your editor occupies. For labs not using the editor, this is some div that the majority of your lab occupies (for example, Digital Logic would probably use the canvas div).

## Selector

The selector class consists of a dialog box that represents the Watson Selector.

## Functions

`open(titleStr, options, callbackFunc, div)`

**Description:** Opens the selector dialog box.

### Dialog Functionalities:

- If *Okay* is pressed, the dialog closes and the callback function is called with the selected item as the one and only parameter.
- If *Cancel* is pressed, the dialog closes and the callback function is called with *null* as the one and only parameter.

### Parameter Specifications:

- *titleStr*: A string specifying the title of the dialog.
- *options*: An array of strings specifying the options the user will be able to choose from.
- *callbackFunc*: A function that the dialog will call (inside the calling class) with the selected value when the user clicks *Enter*. The string value will be the first and only parameter.
- *div*: The dialogs will center themselves with respect to this div; in other words, the dialogs will open in the center of this div. This would be the main div of your lab. Preferably, one outer div would surround all of your lab's components. This would be the div that you would pass as a parameter here. If not, for labs using the editor, this is the div object that your editor occupies. For labs not using the editor, this is some div that the majority of your lab occupies (for example, Digital Logic would probably use the canvas div).

## Alert

The Alert class consists of a dialog box that represents the Watson Alert Dialog.

## Functions

`open(titleStr, message, warning, callbackFunc, div)`

**Description:** Opens the alert dialog box.

### Dialog Functionalities:

- If *warning* is true, only the *Okay* button will be present
  - If *Okay* is pressed, the dialog closes and the callback function is called with *null* as the one and only parameter.
- If *warning* is false, only the *Proceed* and *Cancel* buttons will be present
  - If *Proceed* is pressed, the dialog closes and the callback function is called with *true* as the one and only parameter.
  - If *Cancel* is pressed, the dialog closes and the callback function is called with *false* as the only and only parameter.

### Parameter Specifications:

- *titleStr*: A string specifying the title of the dialog.
- *message*: A string specifying the message the dialog box will display to the user.
- *warning*: A boolean value that controls whether the dialog will be just an alert or a warning prompt. If *warning* is *true*, the dialog will be a warning prompt. If *warning* is *false*, the dialog is just an alert.
- *callbackFunc*: A function that the dialog will call (inside the calling class) with the result (null, true, or false) when the user clicks *Enter*. The result will be the first and only parameter.
- *div*: The dialogs will center themselves with respect to this div; in other words, the dialogs will open in the center of this div. This would be the main div of your lab. Preferably, one outer div would surround all of your lab's components. This would be the div that you would pass as a parameter here. If not, for labs using the editor, this is the div object that your editor occupies. For labs not using the editor, this is some div that the majority of your lab occupies (for example, Digital Logic would probably use the canvas div).