

Deck



a Go package for presentations

DECK: a package for presentations

Deck is a package written in Go

That uses a singular markup language

With elements for text, lists, code, and graphics

All layout and sizes are expressed as percentages

Clients are interactive or create formats like PDF or SVG

Servers use a RESTful API for list, upload, stop, start, remove

Elements

Hello, World

A block of text, word-wrapped to a specified width. You may specify size, font, color, and opacity.

```
package main
import "fmt"
func main() {
    fmt.Println("Hello, World")
}
```

<text>...</text>

bullet

- Point A
- Point B
- Point C
- Point D

plain

First item
Second item
The third item
the last thing

number

1. This
2. That
3. The other
4. One more

`<list>...</list>`

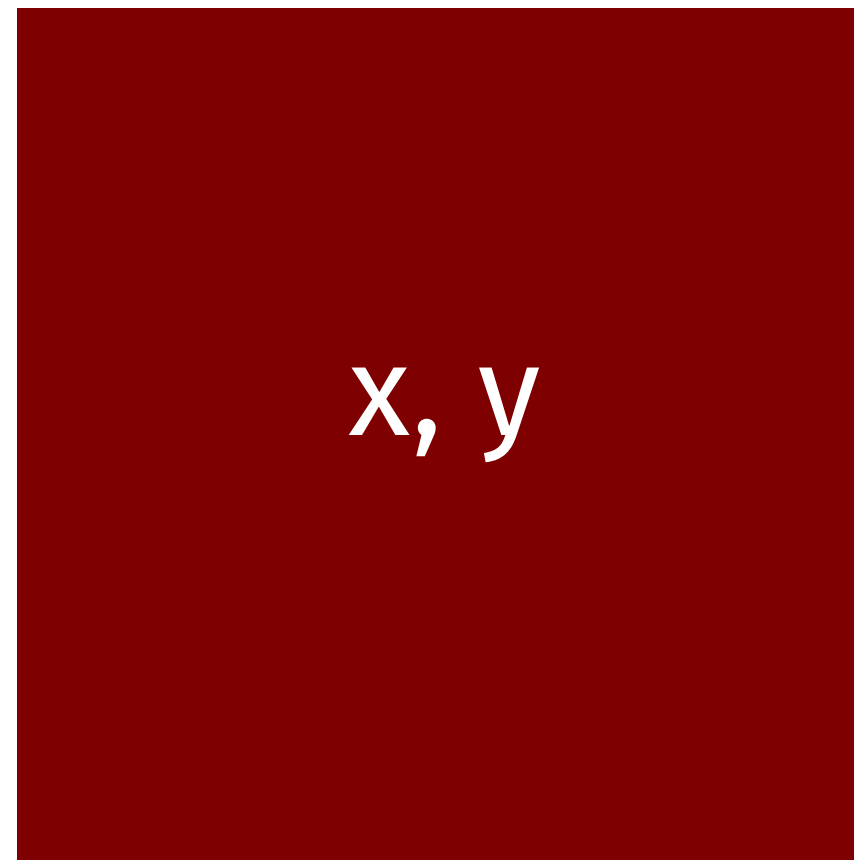
height



width

```
<image .../>
```

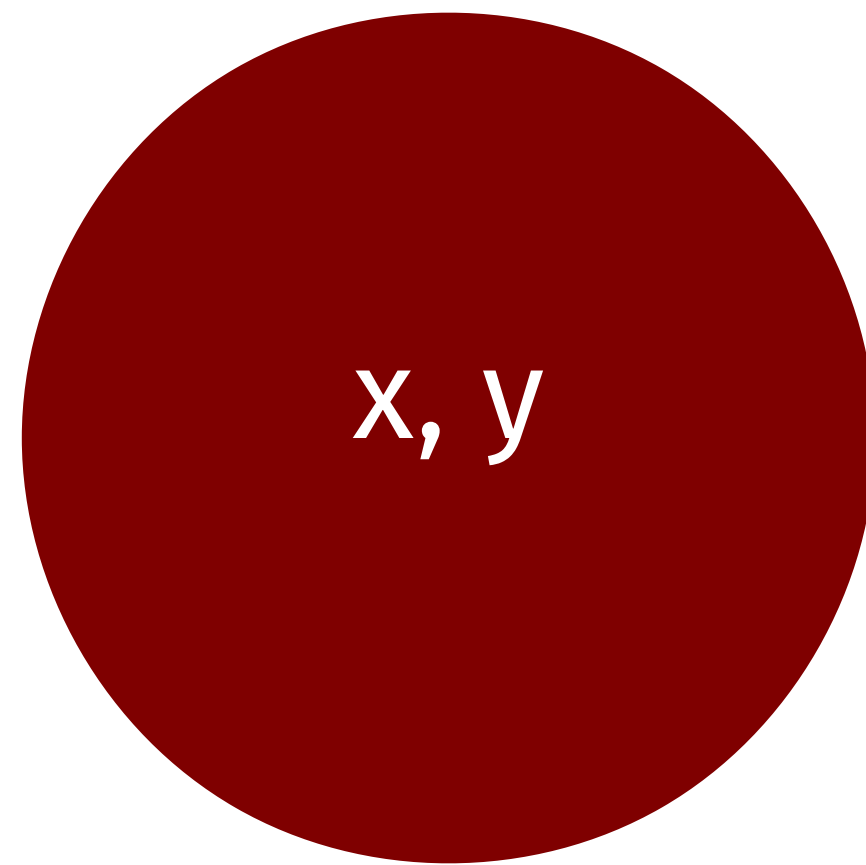
height (relative
to element
or canvas
width)



width

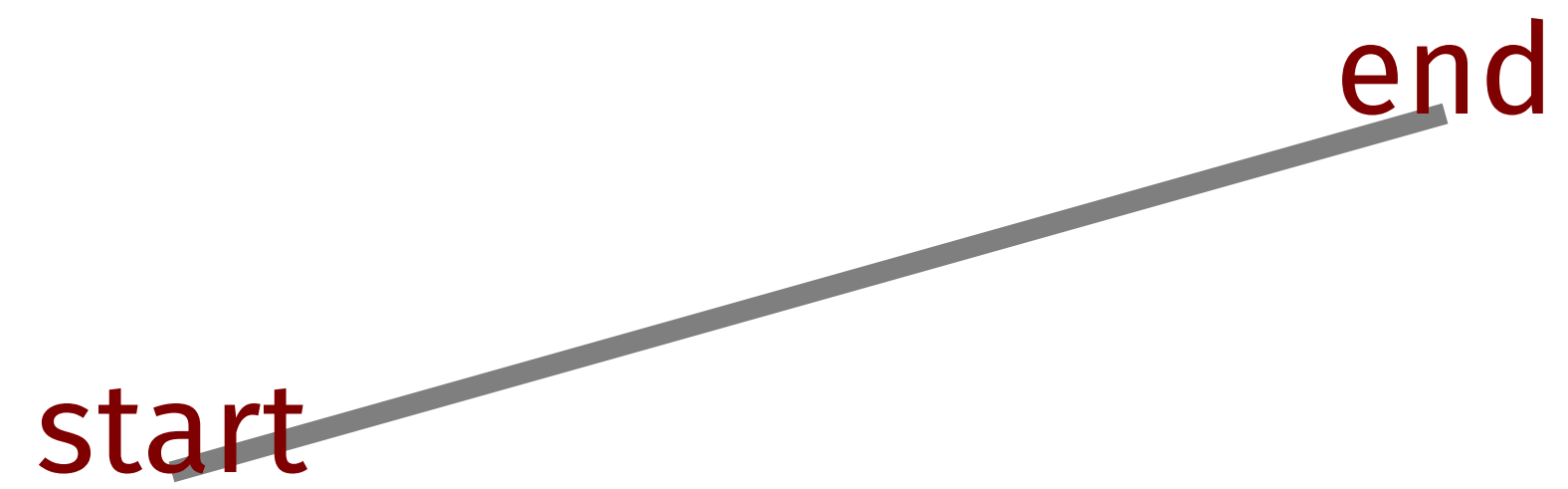
```
<rect .../>
```

height (relative
to element
or canvas
width)

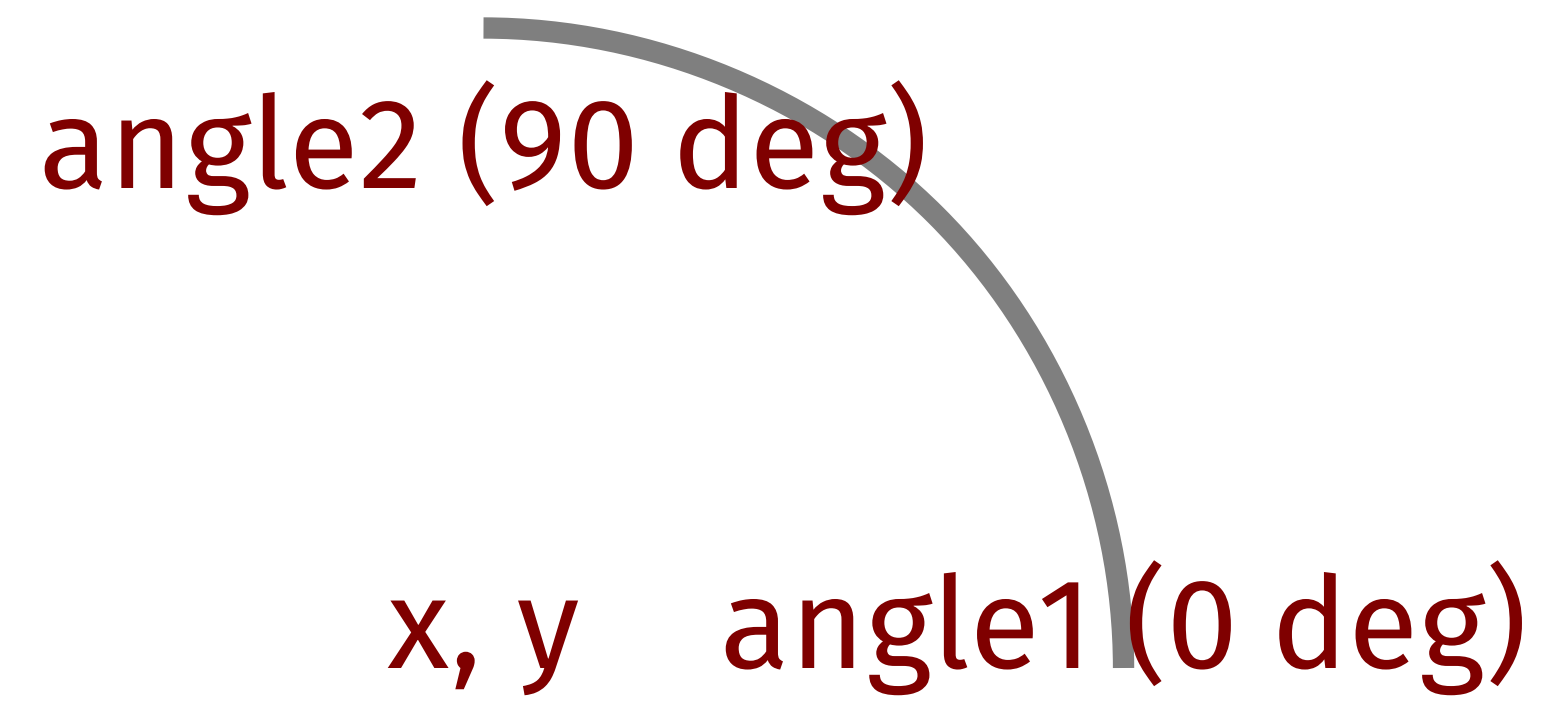


width

```
<ellipse .../>
```

```
<line .../>
```



`<arc .../>`

control

start

end

<curve .../>

Markup and Layout

Start the deck	<deck>
Set the canvas size	<canvas width="1024" height="768" />
Begin a slide	<slide bg="white" fg="black">
Place an image	<image xp="70" yp="60" width="256" height="179" name="work.png" caption="Desk"/>
Draw some text	<text xp="20" yp="80" sp="3" link="http://goo.gl/Wm05Ex">Deck elements</text>
Make a bullet list	<list xp="20" yp="70" sp="2" type="bullet"> text, list, image line, rect, ellipse arc, curve
End the list	</list>
Draw a line	<line xp1="20" yp1="10" xp2="30" yp2="10"/>
Draw a rectangle	<rect xp="35" yp="10" wp="4" hr="75" color="rgb(127,0,0)"/>
Draw an ellipse	<ellipse xp="45" yp="10" wp="4" hr="75" color="rgb(0,127,0)"/>
Draw an arc	<arc xp="55" yp="10" wp="4" hp="3" a1="0" a2="180" color="rgb(0,0,127)"/>
Draw a quadratic bezier	<curve xp1="60" yp1="10" xp2="75" yp2="20" xp3="70" yp3="10" />
End the slide	</slide>
End of the deck	</deck>

Anatomy of a Deck

Deck elements

- text, list, image
- line, rect, ellipse
- arc, curve



Desk



Text and List Markup

Position, size

```
<text xp="..." yp="..." sp="...">
```

Block of text

```
<text ... type="block">
```

Lines of code

```
<text ... type="code">
```

Attributes

```
<text ... color="..." opacity="..." font="..." align="..." link="...">
```

Position, size

```
<list xp="..." yp="..." sp="...">
```

Bullet list

```
<list ... type="bullet">
```

Numbered list

```
<list ... type="number">
```

Attributes

```
<list ... color="..." opacity="..." font="..." align="..." link="...">
```

Common Attributes for text and list

xp	horizontal percentage
yp	vertical percentage
sp	font size percentage
type	"bullet", "number" (list), "block", "code" (text)
align	"left", "middle", "end"
color	SVG names ("maroon"), or RGB "rgb(127,0,0)"
opacity	percent opacity (0-100, transparent - opaque)
font	"sans", "serif", "mono"
link	URL

Graphics Markup



```
<line xp1="5" yp1="75" xp2="20" yp2="70" sp="0.2"/>
```

```
<rect xp="10" yp="60" wp="15" hr="66.6" color="red"/>
```

```
<rect xp="15" yp="55" wp="10" hr="100" color="blue" opacity="30"/>
```



```
<ellipse xp="10" yp="35" wp="15" hr="66.66" color="green"/>
```

```
<ellipse xp="15" yp="30" wp="10" hr="100" color="blue" opacity="30"/>
```



```
<curve xp1="5" yp1="10" xp2="15" yp2="20" xp3="15" yp3="10" sp="0.3" color="red"/>
```

```
<arc xp="22" yp="10" wp="10" wp="10" a1="0" a2="180" sp="0.2" color="blue"/>
```

[illegible]

10%, 50%

Hello

50%, 50%



90%, 50%



Percentage-based layout

bullet

- Point A
- Point B
- Point C
- Point D

plain

First item
Second item
The third item
the last thing

number

1. This
2. That
3. The other
4. One more

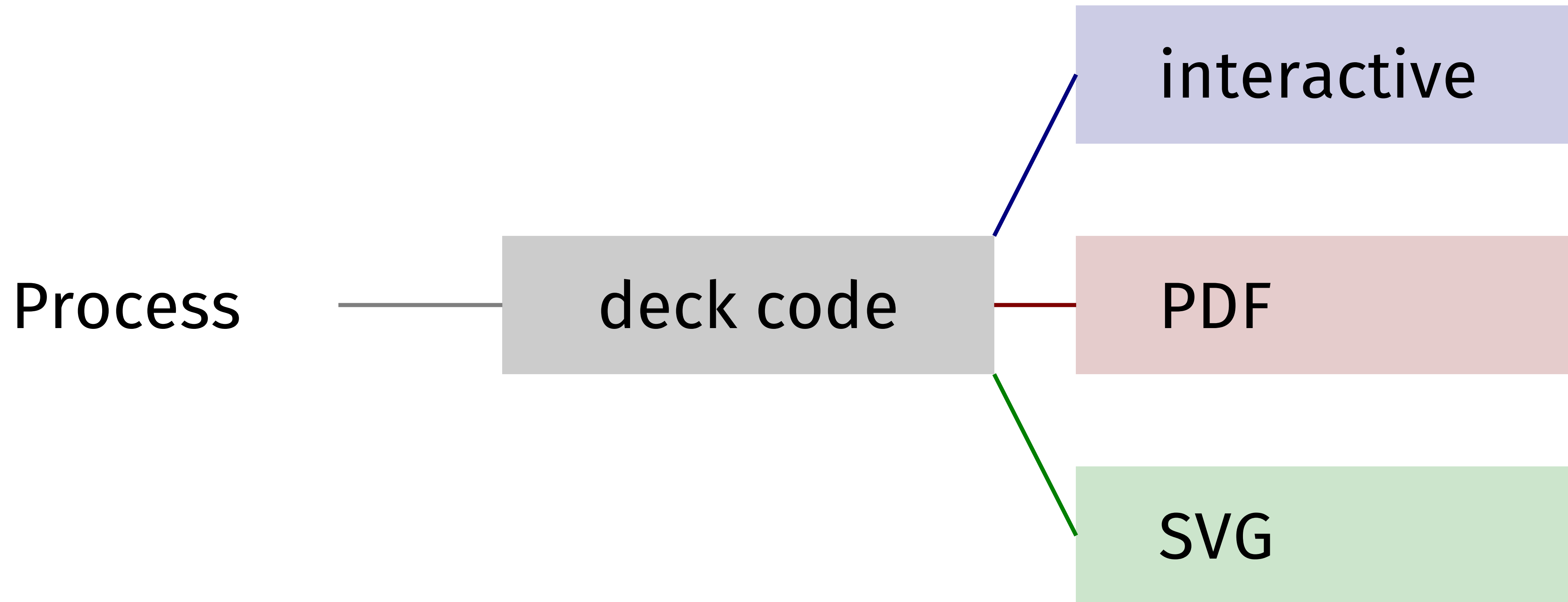
<list>...</list>



Clients

```
package main
import (
    "log"
    "github.com/ajstarks/deck"
)
func main() {
    presentation, err := deck.Read("deck.xml", 1024, 768) // open the deck
    if err != nil {
        log.Fatal(err)
    }
    for _, slide := range presentation.Slide {           // for every slide...
        for _, t := range slide.Text {                   // process the text elements
            x, y, size := deck.Dimen(presentation.Canvas, t.Xp, t.Yp, t.Sp)
            slideText(x, y, size, t)
        }
        for _, l := range slide.List {                   // process the list elements
            x, y, size := deck.Dimen(presentation.Canvas, l.Xp, l.Yp, l.Sp)
            slideList(x, y, size, l)
        }
    }
}
```

A Deck Client



```
func main() {
    benchmarks := []Bardata{
        {"Macbook Air", 154.701},
        {"MacBook Pro (2008)", 289.603},
        {"BeagleBone Black", 2896.037},
        {"Raspberry Pi", 5765.568},
    }
    ts := 2.5
    hts := ts / 2
    x := 10.0
    bx1 := x + (ts * 12)
    bx2 := bx1 + 50.0
    y := 60.0
    maxdata := 5800.0
    linespacing := ts * 2.0
    text(x, y+20, "Go 1.1.2 Build and Test Times", ts*2, "black")
    for _, data := range benchmarks {
        text(x, y, data.label, ts, "rgb(100,100,100)")
        bv := vmap(data.value, 0, maxdata, bx1, bx2)
        line(bx1, y+hts, bv, y+hts, ts, "lightgray")
        text(bv+0.5, y+(hts/2), fmt.Sprintf("%.1f", data.value), hts, "rgb(127,0,0)")
        y -= linespacing
    }
}
```

Generating a Barchart

Go 1.1.2 Build and Test Times



```
$ (echo '<deck><slide>'; go run deckbc.go; echo '</slide></deck>')
```



```
go get github.com/ajstarks/deck/cmd/vgdeck
```



```
go get github.com/ajstarks/deck/cmd/pdfdeck
```



```
go get github.com/ajstarks/deck/cmd/svgdeck
```

pdfdeck [options] file.xml...

- sans, -serif, -mono [font] specify fonts
- pagesize [w,h, or Letter, Legal, Tabloid, A2-A5, ArchA, Index, 4R, Widescreen]
- stdout (output to standard out)
- outdir [directory] directory for PDF output
- fontdir [directory] directory containing font information
- author [author name] set the document author
- title [title text] set the document title
- grid [percent] draw a percent grid on each slide

svgdeck [options] file.xml...

- sans, -serif, -mono [font] specify fonts
- pagesize [Letter, Legal, A3, A4, A5]
- pagewidth [canvas width]
- pageheight [canvas height]
- stdout (output to standard out)
- outdir [directory] directory for PDF output
- title [title text] set the document title
- grid [percent] draw a percent grid on each slide

vgdeck [options] file.xml...

- loop [duration] loop, pausing [duration] between slides
- slide [number] start at slide number
- w [width] canvas width
- h [height] canvas height
- g [percent] draw a percent grid

vgdeck Commands

<code>+, Ctrl-N, [Return]</code>	Next slide
<code>-, Ctrl-P, [Backspace]</code>	Previous slide
<code>^, Ctrl-A</code>	First slide
<code>\$, Ctrl-E</code>	Last slide
<code>r, Ctrl-R</code>	Reload
<code>x, Ctrl-X</code>	X-Ray
<code>/, Ctrl-F [text]</code>	Search
<code>s, Ctrl-S</code>	Save
<code>q</code>	Quit

Deck Web API

GET	/
GET	/deck/
GET	/deck/?filter=[type]
POST	/deck/content.xml?cmd=1s
POST	/deck/content.xml?cmd=stop
POST	/deck/content.xml?slide=[num]
DELETE	/deck/content.xml
POST	/upload/ Deck:content.xml
POST	/table/ Deck:content.txt
POST	/table/?textsize=[size]
POST	/media/ Media:content.mov

```
sex -dir [start dir] -listen [address:port] -maxupload [bytes]
```

List the API

List the content on the server

List content filtered by deck, image, video

Play a deck with the specified duration

Stop playing a deck

Play deck starting at a slide number

Remove content

Upload content

Generate a table from a tab-separated list

Specify the text size of the table

Play the specified video

deck [command] [argument]

deck play file [duration]	Play a deck
deck stop	Stop playing a deck
deck list [deck image video]	List contents
deck upload file...	Upload content
deck remove file...	Remove content
deck video file	Play video
deck table file [textsize]	Make a table
\$ deck upload *.jpg	# upload images
\$ mkpicdeck *.jpg deck upload /dev/stdin	# generate the slide show deck
\$ deck play stdin	# play it

Display

Good Design

- is innovative
- makes a product useful
- is aesthetic
- makes a product understandable
- is unobtrusive
- is honest
- is long-lasting
- is thorough down to the last detail
- is environmentally-friendly
- is as little design as possible



Server

HDMI



RESTful API

Controller

- > list
- > upload
- > play/stop
- > delete

Design Examples



hello, world

Top

Left

Right

Bottom

20%

30%

70%

20%

Header (top 20%)

Summary
(30%)

Detail
(70%)

Footer (bottom 20%)

bullet

- Point A
- Point B
- Point C
- Point D

plain

First item

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number

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```
<list>...</list>
```

BOS



SFO

Virgin America 351

Gate B38

8:35am

On Time

JFK



IND

US Airways 1207

Gate C31C

5:35pm

Delayed

AAPL	503.73	-16.57 (3.18%)
------	--------	----------------

AMZN	274.03	+6.09 (2.27%)
------	--------	---------------

GOOG	727.58	-12.41 (1.68%)
------	--------	----------------

Two Columns

One

Two

Three

Four



Tree and Sky

Five

Six

Seven

Eight

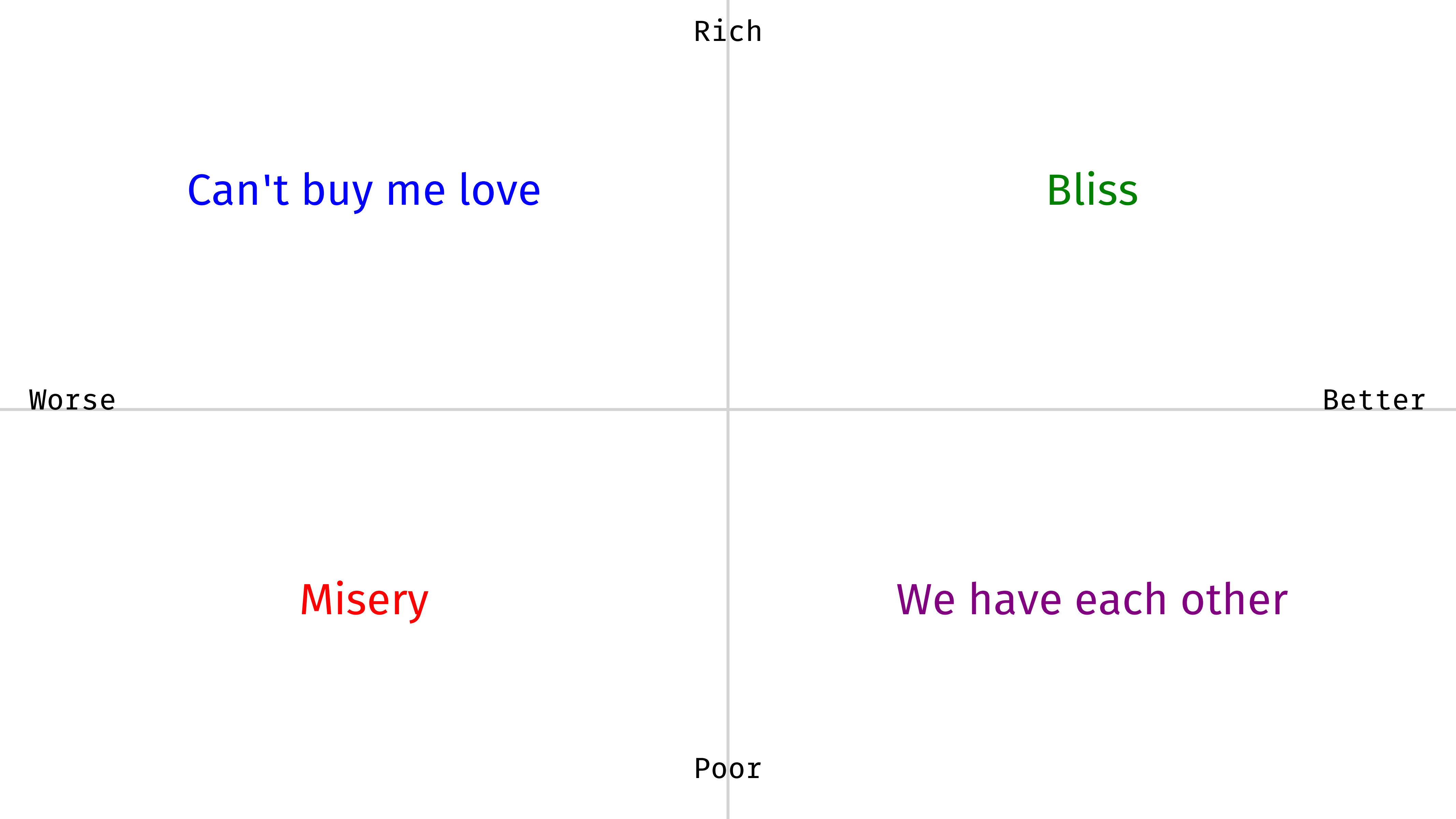


Rocks

go

build	compile packages and dependencies
clean	remove object files
env	print Go environment information
fix	run go tool fix on packages
fmt	run gofmt on package sources
get	download and install packages and dependencies
install	compile and install packages and dependencies
list	list packages
run	compile and run Go program
test	test packages
tool	run specified go tool
version	print Go version
vet	run go tool vet on packages

This is not a index card



Rich

Can't buy me love

Bliss

Worse

Better

Misery

We have each other

Poor

Code

```
package main
import (
    "github.com/ajstarks/svgo"
    "os"
)

func main() {
    canvas := svg.New(os.Stdout)
    width, height := 500, 500
    a, ai, ti := 1.0, 0.03, 10.0

    canvas.Start(width, height)
    canvas.Rect(0, 0, width, height)
    canvas.Gstyle("font-family:serif;font-size:144pt")

    for t := 0.0; t <= 360.0; t += ti {
        canvas.TranslateRotate(width/2, height/2, t)
        canvas.Text(0, 0, "i", canvas.RGBA(255, 255, 255, a))
        canvas.Gend()
        a -= ai
    }
    canvas.Gend()
    canvas.End()
}
```

Output



A few months ago, I had a look at the brainchild of a few serious heavyweights working at Google. Their project, the Go programming language, is a static typed, c lookalike, semicolon-less, self formatting, package managed, object oriented, easily parallelizable, cluster fuck of genius with an unique class inheritance system. It doesn't have one.

The Go Programming Language

is a static typed,
c lookalike,
semicolon-less,
self formatting,
package managed,
object oriented,
easily parallelizable,
cluster fuck of genius
with an unique class inheritance system.

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package managed, object oriented, easily parallelizable,
cluster fuck of genius with an unique class inheritance system.

It doesn't have one.

So, the next time you're about
to make a subclass, think hard
and ask yourself

what would Go do

Andrew Mackenzie-Ross, <http://pocket.co/sSc56>



Python and Ruby programmers come to Go because they don't have to surrender much expressiveness, but gain performance and get to play with concurrency.

Less is exponentially more
Rob Pike

The background image is a photograph of a sky filled with large, dark, and textured clouds. A bright, glowing light source, likely the sun, is visible through a gap in the clouds near the center, creating a strong contrast and illuminating the surrounding cloud edges. The overall color palette is dominated by deep blues and greys, with the bright light providing a focal point.

You must not blame me if I do talk to the clouds.

FOR, LO,

the winter is past,

the rain is over and gone;

The flowers appear on the earth;

the time for the singing of birds is come,
and the voice of the turtle is heard in our land.

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