

# Deck



a Go package for presentations

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## 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



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

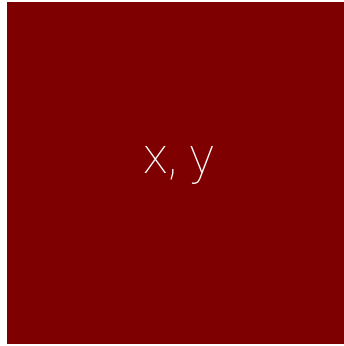
`<list>...</list>`

height



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

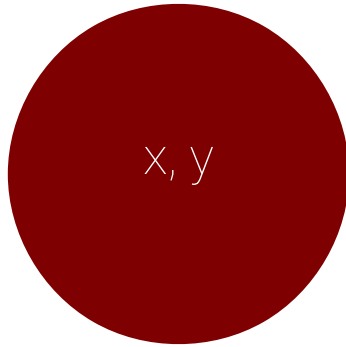
height (relative  
to element  
or canvas  
width)



width

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

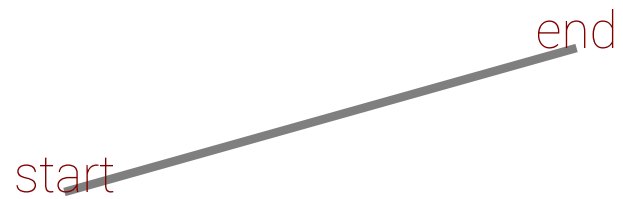
height (relative  
to element  
or canvas  
width)



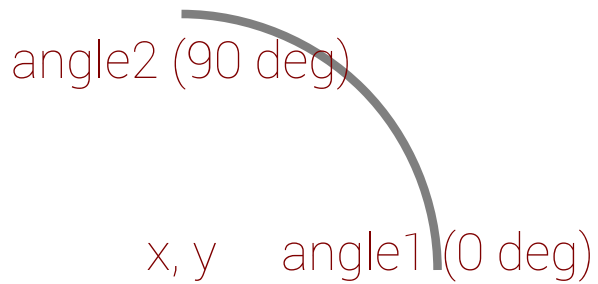
width

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





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



`<arc ... />`

control



`<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">Deck uses these elements</text>
```

Make a bullet list

```
<list xp="20" yp="70" sp="2" type="bullet">
```

```
<li>text, list, image</li>
```

```
<li>line, rect, ellipse</li>
```

```
<li>arc, curve</li>
```

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 uses these elements

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



Desk



# Text and List Markup

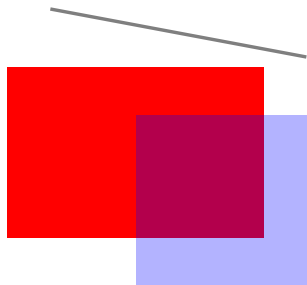
Position, size	<code>&lt;text xp="..." yp="..." sp="..."&gt;</code>
Block of text	<code>&lt;text ... type="block"&gt;</code>
Lines of code	<code>&lt;text ... type="code"&gt;</code>
Attributes	<code>&lt;text ... color="..." opacity="..." font="..." align="..."&gt;</code>
Position, size	<code>&lt;list xp="..." yp="..." sp="..."&gt;</code>
Bullet list	<code>&lt;list ... type="bullet"&gt;</code>
Numbered list	<code>&lt;list ... type="number"&gt;</code>
Attributes	<code>&lt;list ... color="..." opacity="..." font="..." align="..."&gt;</code>

# Common Attributes for text and list

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



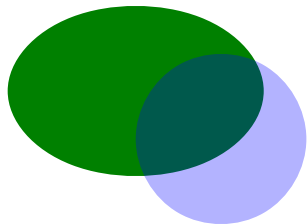
# Graphics Markup



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

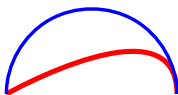
```
<rect xp="10" yp="60" wp="15" hr="66.6" color="red"/>
```

```
<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"/>
```

Percent Grid

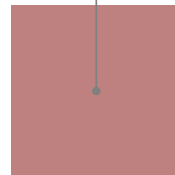
10%, 50%

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>`

bullet

- Point A
- Point B
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plain

*First item*

*Second item*

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number

1. This

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





hello, world

Top

Left

Right

Bottom



20%

30%

70%

20%

Header (top 20%)

Summary  
(30%)

Detail  
(70%)

Footer (bottom 20%)

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

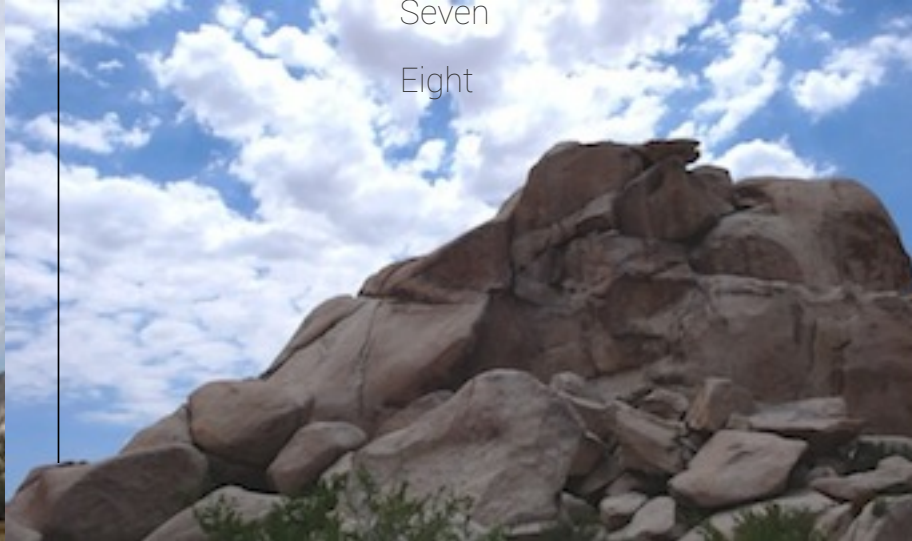


Five

Six

Seven

Eight



# go

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



*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.



---

# 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.

*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>









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.*

# 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

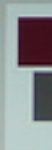


# Deck



a Go package for presentations

# Deck



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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

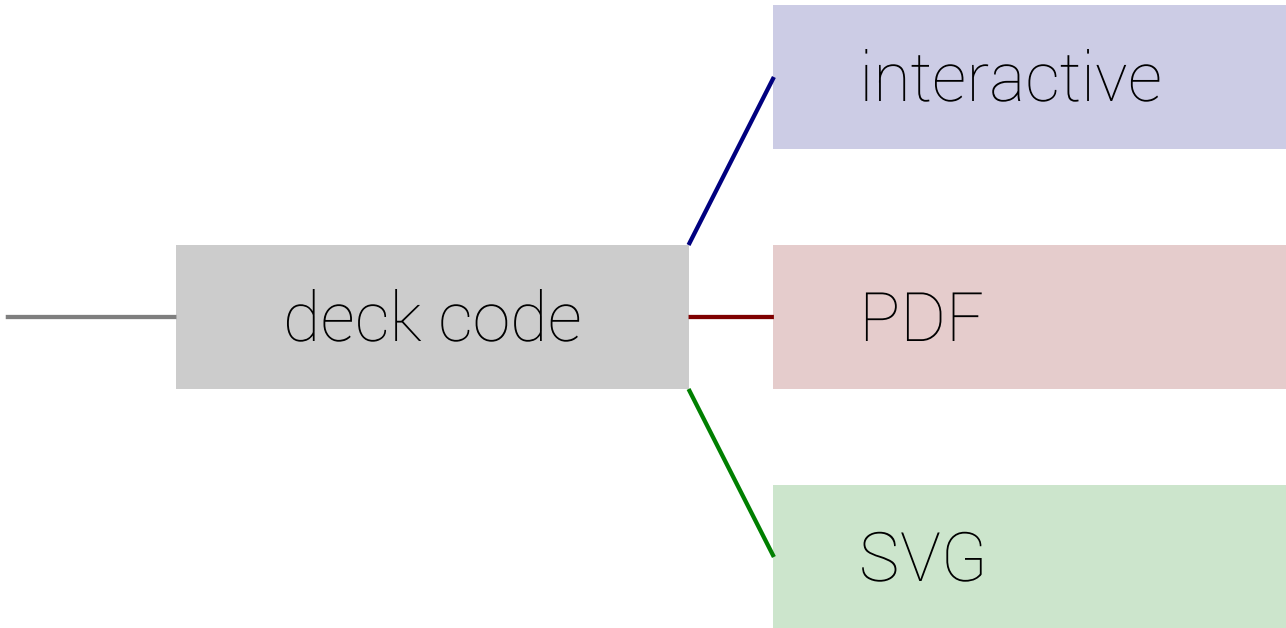
Process

deck code

interactive

PDF

SVG



```

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

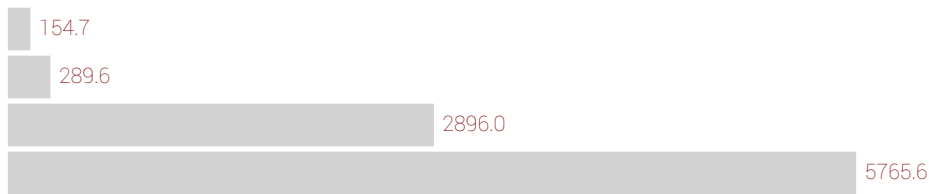
# Go 1.1.2 Build and Test Times

Macbook Air

MacBook Pro (2008)

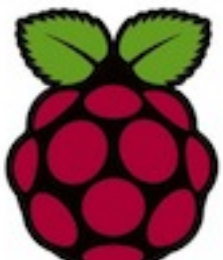
BeagleBone Black

Raspberry Pi



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





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



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



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

`+, Ctrl-N, [Return]`

Next slide

`-, Ctrl-P, [Backspace]`

Previous slide

`^, Ctrl-A`

First slide

`$, Ctrl-E`

Last slide

`r, Ctrl-R`

Reload

`x, Ctrl-X`

X-Ray

`/, Ctrl-F [text]`

Search

`s, Ctrl-S`

Save

`q`

Quit

# Deck Web API

GET /decks/

List the content on the server

POST /upload/ Deck:foo.xml

Upload content

POST /deck/foo.xml?cmd=ls

Play a deck with the specified duration

POST /deck/foo.xml?cmd=stop

Stop playing a deck

DELETE /deck/foo.xml

Remove content

POST /table/ Deck:file.txt

Generate a table from a tab-separated list

POST /media/ Media:foo.mov

Play the specified video

# Display

## Good Design

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HDMI

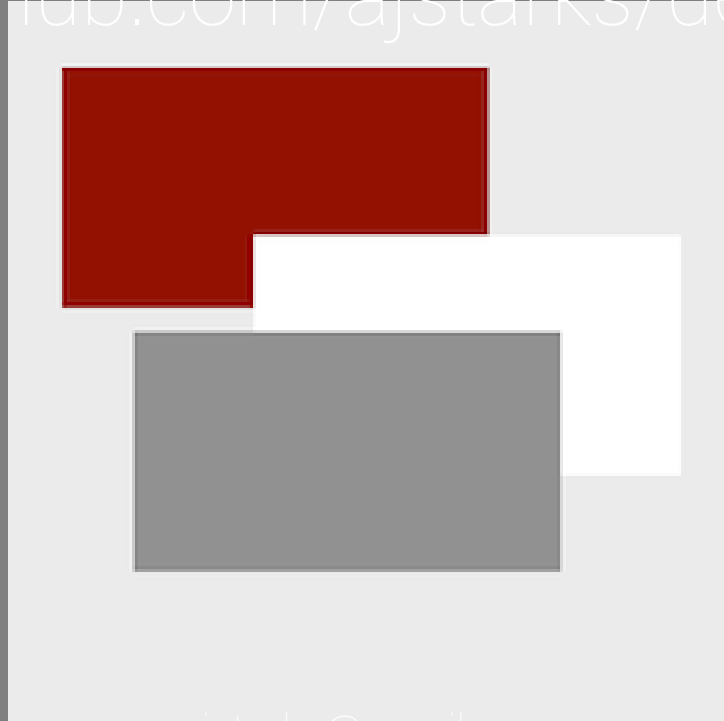
Server

RESTful API

# Controller

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

[github.com/ajstarks/deck](https://github.com/ajstarks/deck)



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