

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

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

</

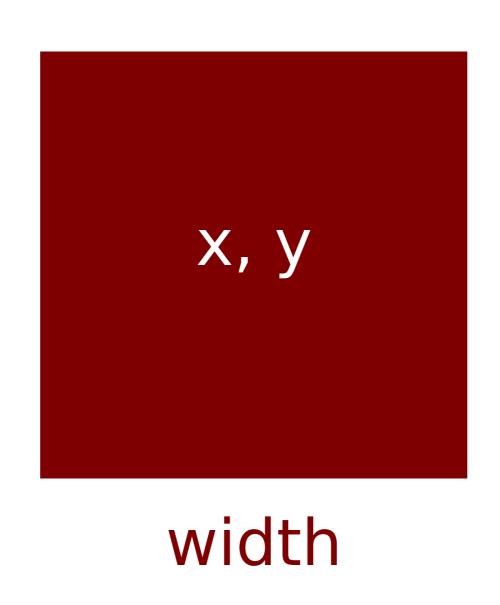
height



width

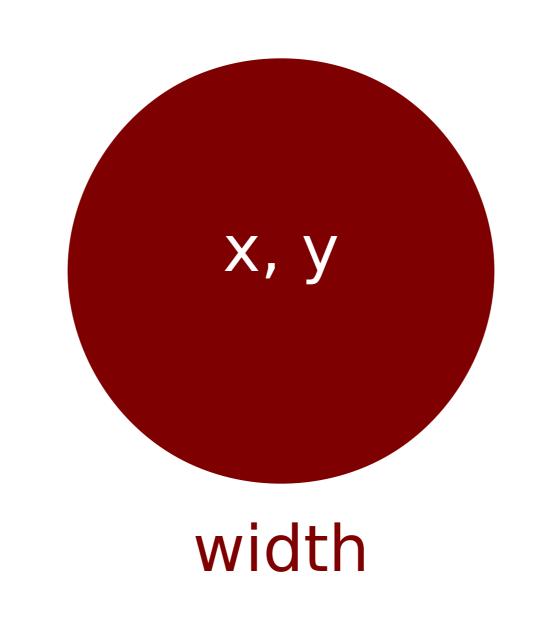
<image .../>

height
(relative
to element
or canvas
width)



<rect .../>

height
(relative
to element
or canvas
width)



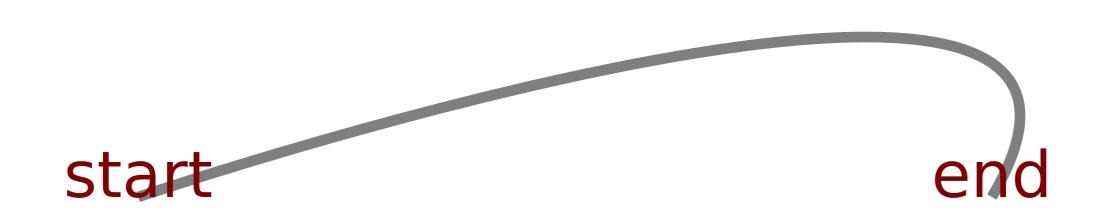
end

<.../>

angle2 (90 deg)

x, y angle1 (0 deg)

control



Markup and Layout

```
Start the deck
                    <deck>
Set the canvas size
                      <canvas width="1024" height="768" />
Begin a slide
                      <slide bg="white" fg="black">
                          <image xp="70" yp="60" width="256" height="179" name="work.png" caption="Desk"/>
Place an image
Draw some text
                          <text xp="20" yp="80" sp="3">Deck uses these elements</text>
                          <list xp="20" yp="70" sp="2" type="bullet">
Make a bullet list
                             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
                                  xp="35" yp="10" wp="4" hr="75" color="rgb(127,0,0)"/>
                          <rect
                          <ellipse xp="45" yp="10" wp="4" hr="75" color="rgb(0,127,0)"/>
Draw an ellipse
                                   xp="55" yp="10" wp="4" hp="3" a1="0" a2="180" color="rgb(0,0,127)"/>
Draw an arc
                          <arc
                                  xp1="60" yp1="10" xp2="75" yp2="20" xp3="70" yp3="10" />
Draw a quadratic bezier
                          <curve
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 <text xp="..." yp="..." sp="..." >
Block of text <text ... type="block">
Lines of code <text ... type="code">
        <text ... color="..." opacity="..." font="..." align="...">
Attributes
Position, size <list xp="..." yp="..." sp="..." >
Bullet list type="bullet">
Numbered list list ... type="number">
Attributes st ... color="..." opacity="..." font="..." align="...">
```

Common Attributes for text and list

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

Graphics Markup

```
<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"/>
```





Percentage-based layout

bullet

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</r>



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)
  // process the text elements
     for _, t := range slide.Text {
        x, y, size := deck.Dimen(presentation.Canvas, t.Xp, t.Yp, t.Sp)
        slideText(x, y, size, t)
     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
```

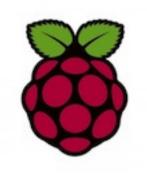
Generating a Barchart

Go 1.1.2 Build and Test Times

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

```
Next slide
+, Ctrl-N, [Return]
-, 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
                                     Quit
q
```

Deck Web API

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

GET		List the API
GET	/deck/	List the content on the server
GET	/deck/?filter=[type]	List content filtered by type
		(deck, image, video)
POST	<pre>/deck/content.xml?cmd=1s</pre>	Play a deck with the specified duration
POST	<pre>/deck/content.xml?cmd=stop</pre>	Stop playing a deck
DELETE	/deck/content.xml	Remove content
POST	/upload/ Deck:content.xml	Upload content
POST	/table/ Deck:content.txt	Generate a table from a tab-separated list
POST	/media/ Media:content.mov	Play the specified video

Display

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

RESTful API

HDMI

Controller

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

Design Examples

hello, world

Top

Left

RIGHT

Bottom

30%

Header (top 20%)

Summary (30%)

Detail (70%)

Footer (bottom 20%)



S E On Time

BOS Virgin America 351

Gate B38

8:35am



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

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

go

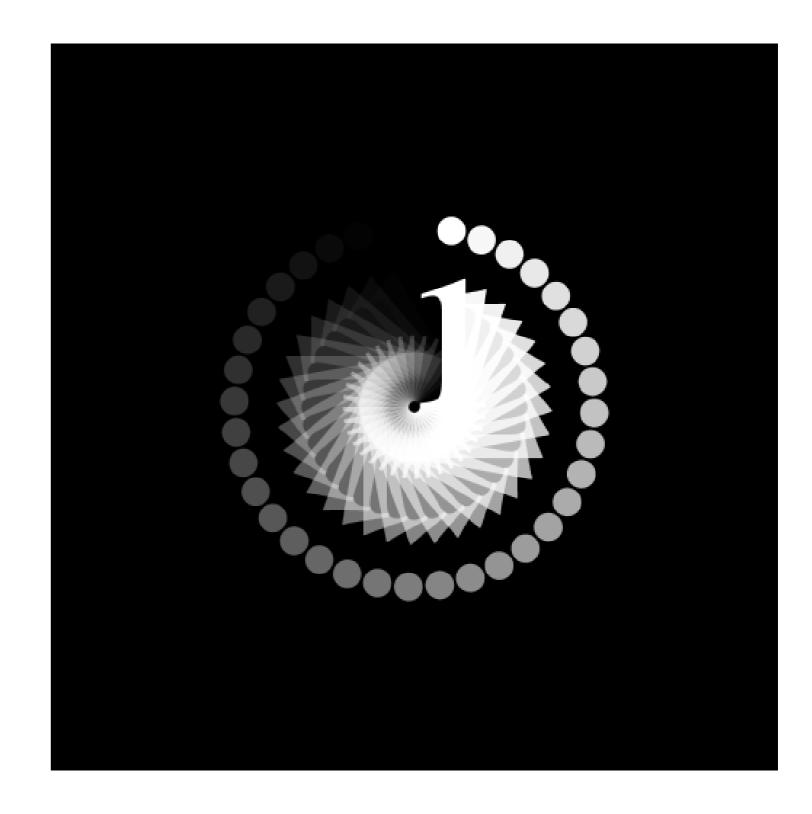
This is not a index card

Rich Bliss Can't buy me love Worse Better We have each other Misery 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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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



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





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



Dieter Rams

github.com/ajstarks/deck



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