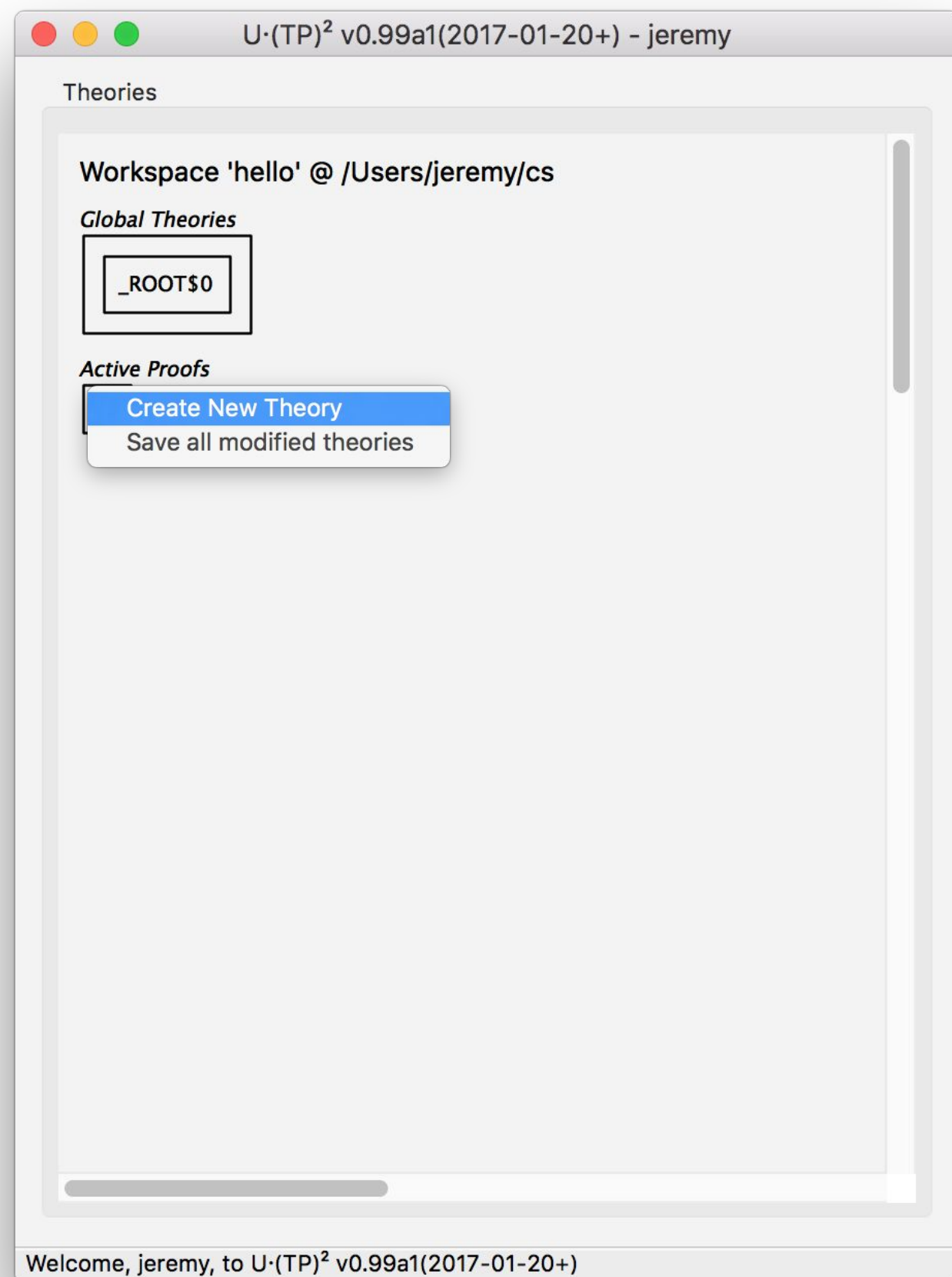


GUI Support for U·(TP)²

Student: Jeremy Barisch Rooney

Supervisor: Dr. Andrew Butterfield



U·(TP)²

Desktop application written by Dr. Andrew Butterfield.

Theorem Proving Assistant for the Unifying Theory of Programming.

Written in Haskell using an industrial strength GUI library named WxHaskell.

WxHaskell

Wrapper around C++ GUI library named WxWidgets.

Difficult to install and to create OS native application bundles.

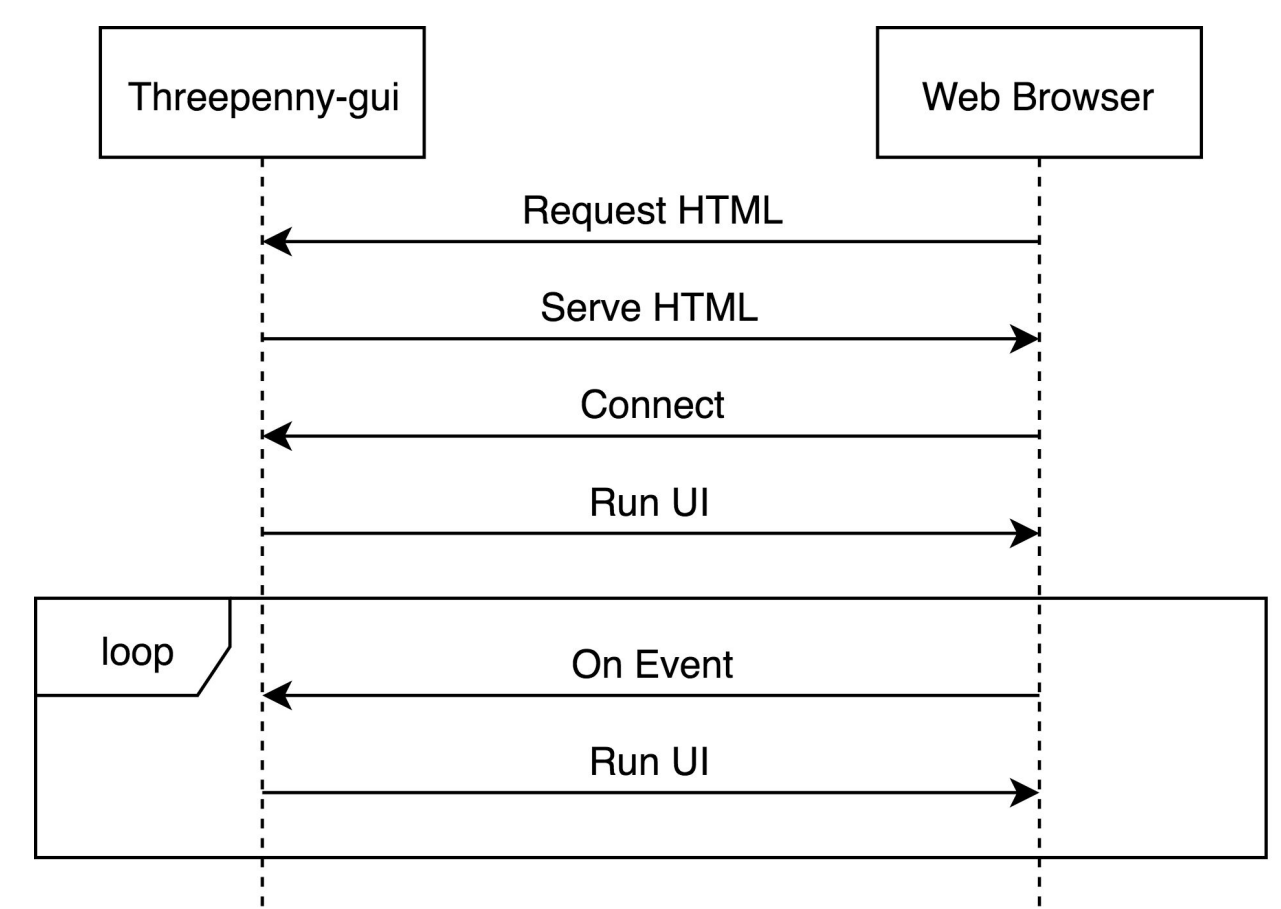
Exposes object oriented concepts of the wrapped C++ library.

Threepenny-gui

Young Haskell GUI library that uses the web browser as a display.

Easy to install and gentle learning curve if you know HTML and JavaScript.

Created to explore the application of Functional Reactive Programming to building a GUI.

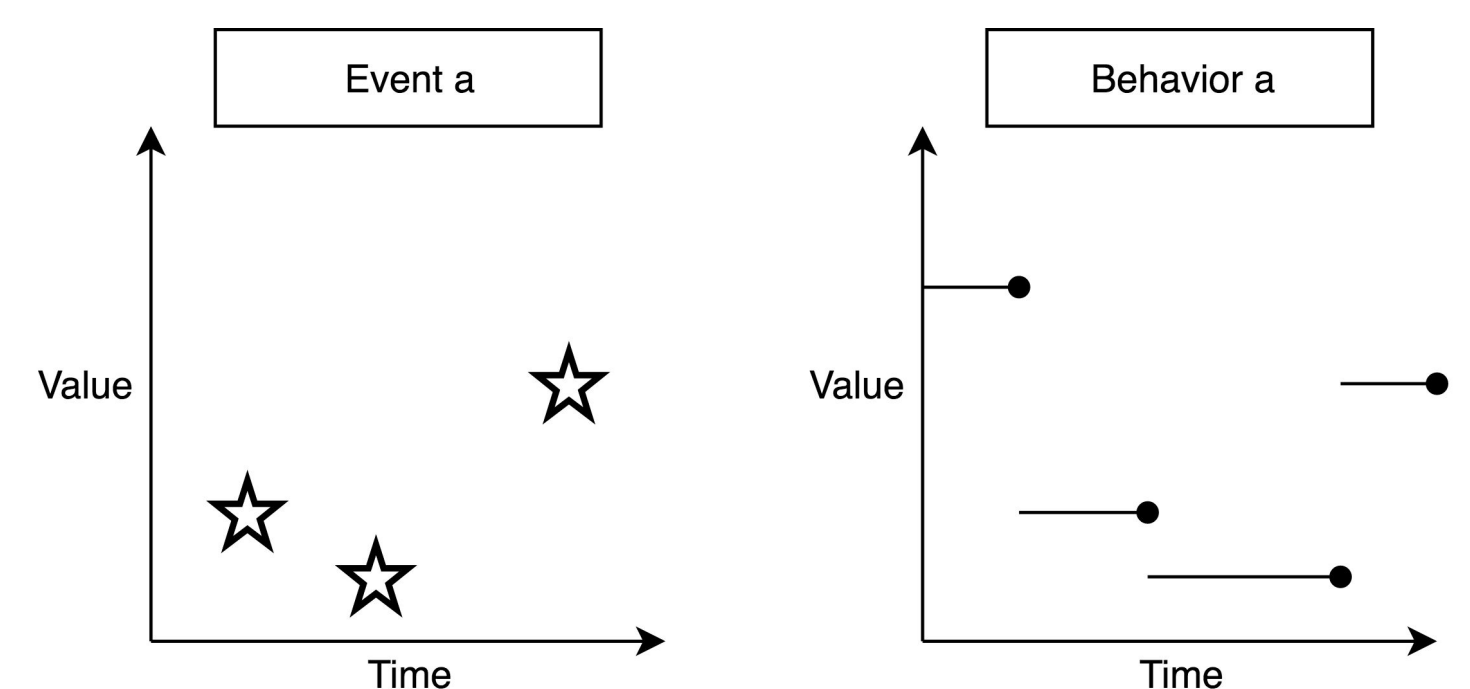


Lifecycle Of A Threepenny-gui Application

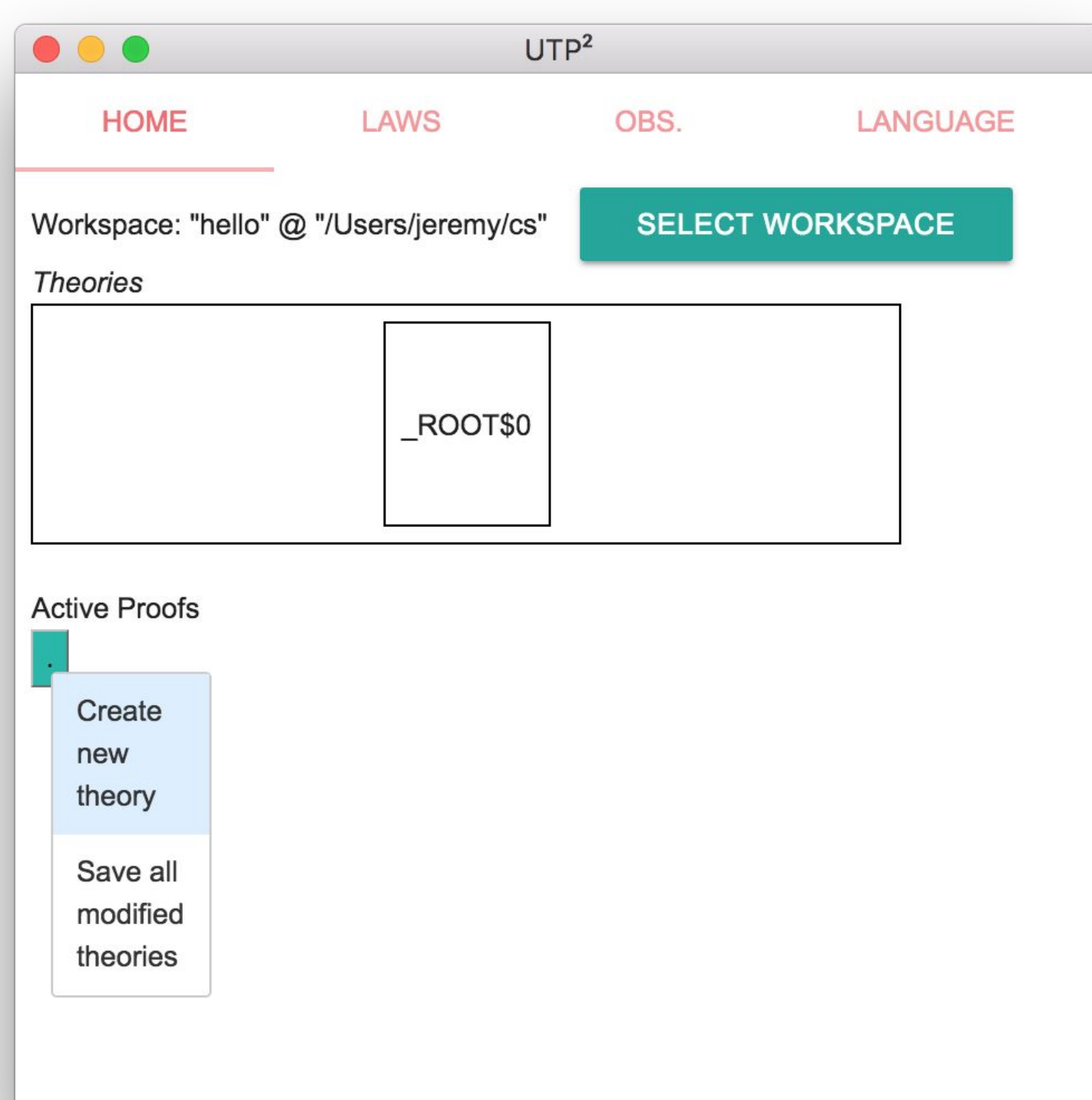
Functional Reactive Programming (FRP)

Programming in the functional reactive style means to specify the dynamic behavior of a value V completely at the point of declaration.^[1]

In contrast to the imperative style where we need to write explicit updates to the value V , this "action at a distance" is not visible at the point of declaration.^[1]



Datatypes Modelling Dynamic Values In FRP



U·(TP)² in Threepenny-gui

Exploration of Threepenny-gui's potential in building a GUI.

Threepenny-gui exposes the full power of modern web development. Used MaterializeCSS for components like tabs and buttons.

Threepenny-gui limitations addressed: no right-click menus, poor layout combinators, no file or directory selection, and no creating OS native application bundles.

While Threepenny-gui lacks features, small codebase makes it easy to get involved, and means Threepenny-gui is very maintainable.

Difficult to integrate Threepenny-gui code with existing WxHaskell code in U·(TP)² due to conflicting architectures. WxHaskell allows for synchronous user interactions, while Threepenny-gui runs in JavaScript's event-driven environment.