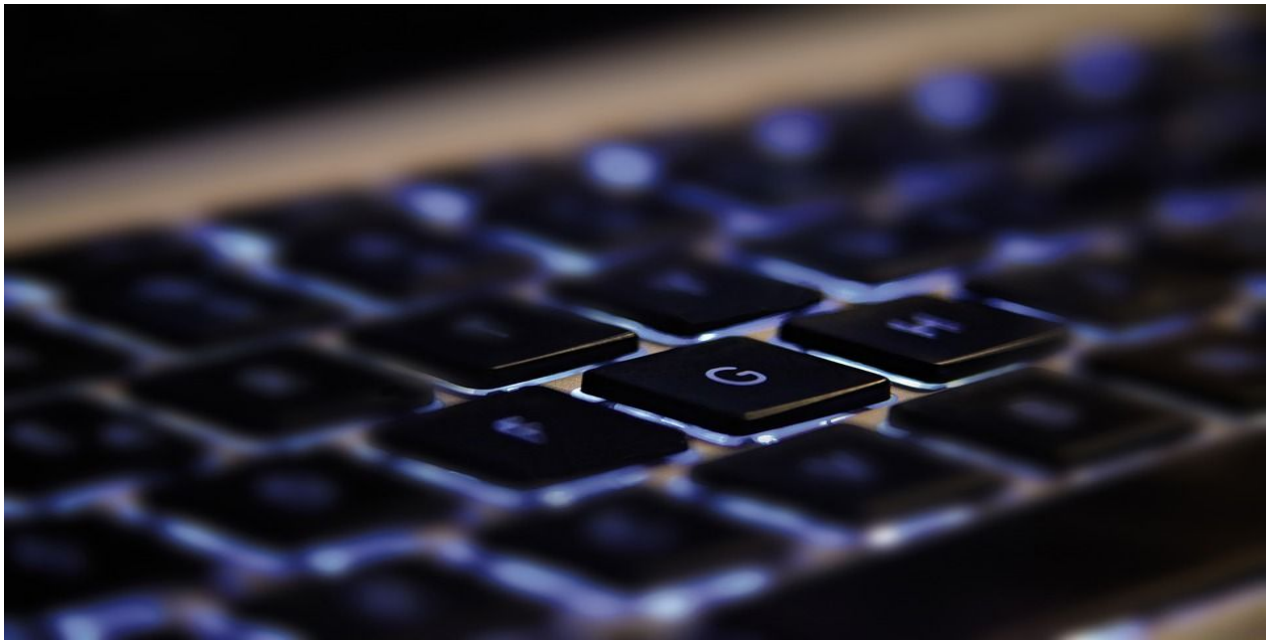


Visual Computing

Software Design Report

Balavivek Sivanantham
03/07/2018

Revision History 2

Introduction 3

User Interface Design 3

Screen 1… N 3

Home 3

Code Editor 4

Design 4

Revision History

Version	Name	Reason For Changes	Date

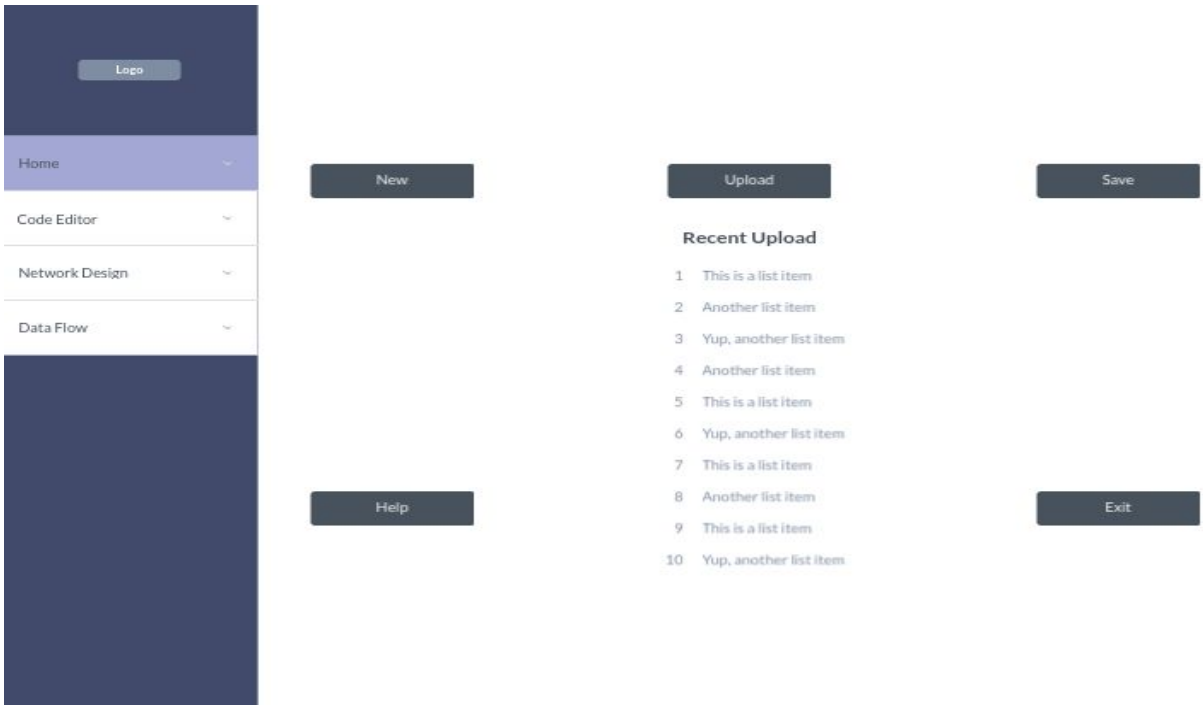
Introduction

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat.

User Interface Design

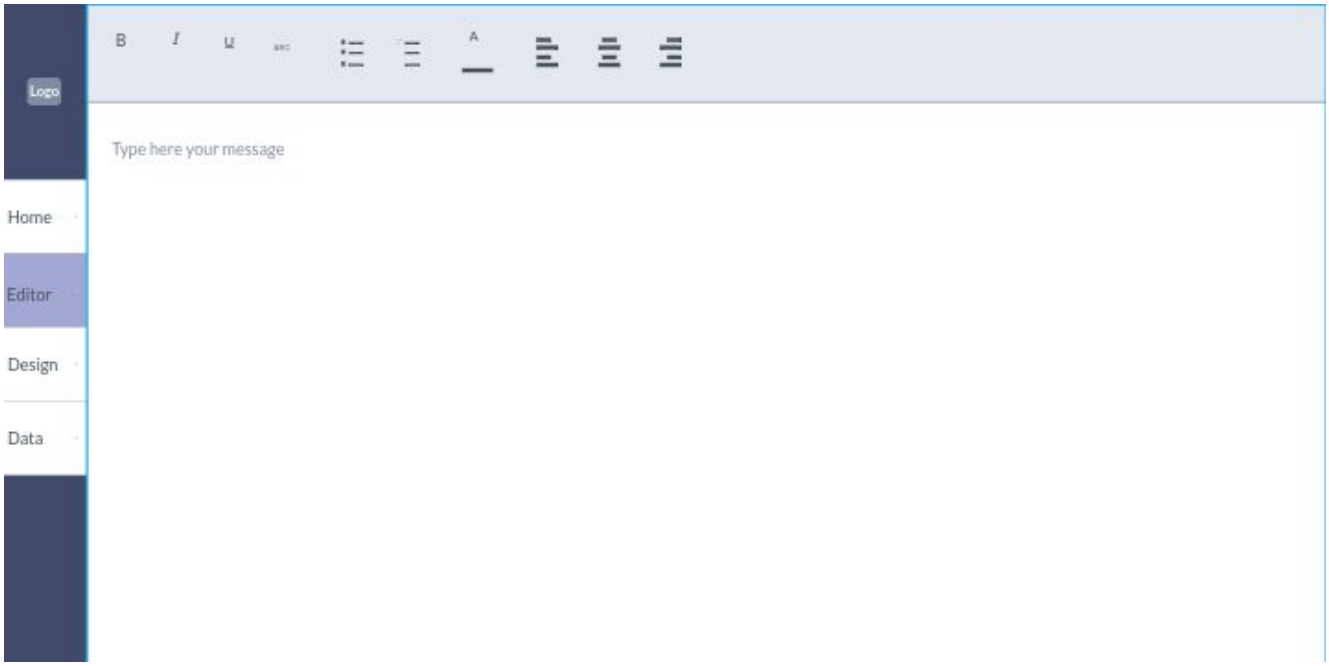
Screen 1... N

Home



- In this page New SCXML project can be created .
- Exciting SCXML project can be loaded and edited.
- It will have recently opened SCXML projects for easy access
- General Function like Save , Open , Exit will also be provided in this page

Code Editor



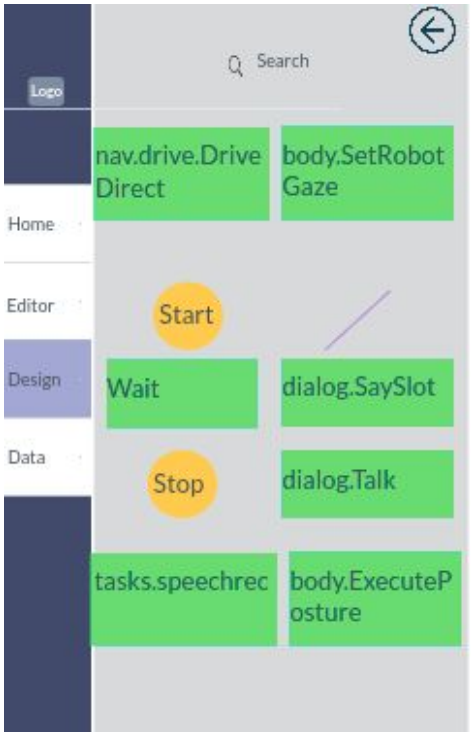
- Editor page is for Editing SCXML file , if any parameters were unable to be edited or if the developer choose to make changes directly in the code . This page will be used.
- Code will be added automatically here as the blocks are chosen and dropped in Design page.
- Code will be autoformatted for SCXML.

Design

Pic: 1 :

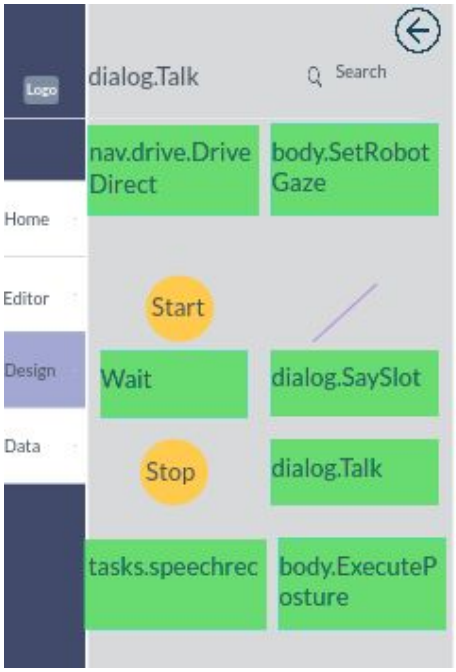
Start page of Design tab . It consist of

- Different states which can be used directly
- Search option to find the other states if available
- Start state and stop state
    - Start state is for Defining the SCXML initial state from which it will start.
    - Stop state is the final or End state .
- A line connecting the each other states.
- Top Right arrow can be be used to minimize the state palette .



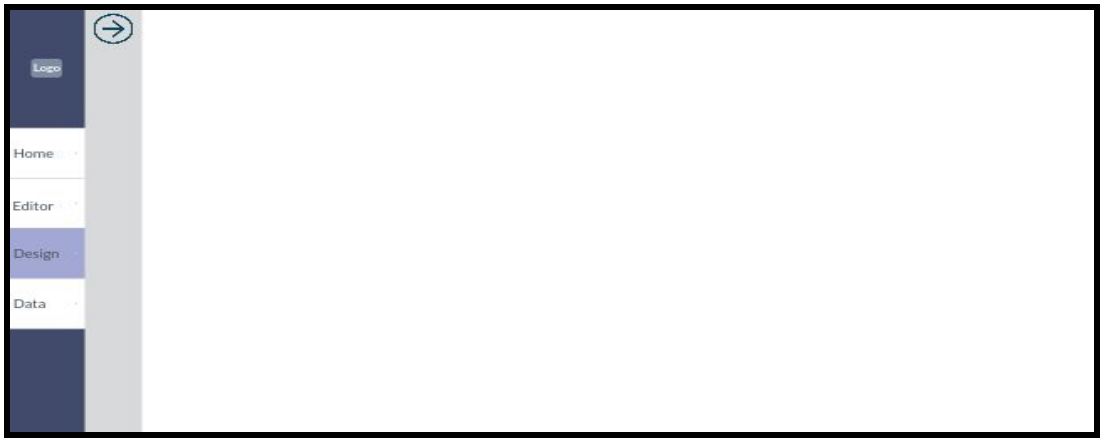
Pic 2 :

Defines the Search option available . Type the state needed and press search to find the state availability in the list .



Pic 3:

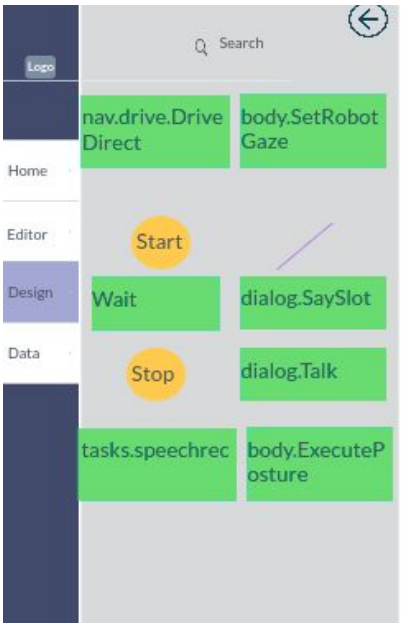
In this figure the right state palette is been minimized . which can be maximized by clicking the left arrow.

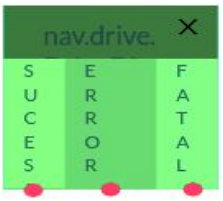


Pic 4 :

A state can be added by clicking in on the required state . The state has

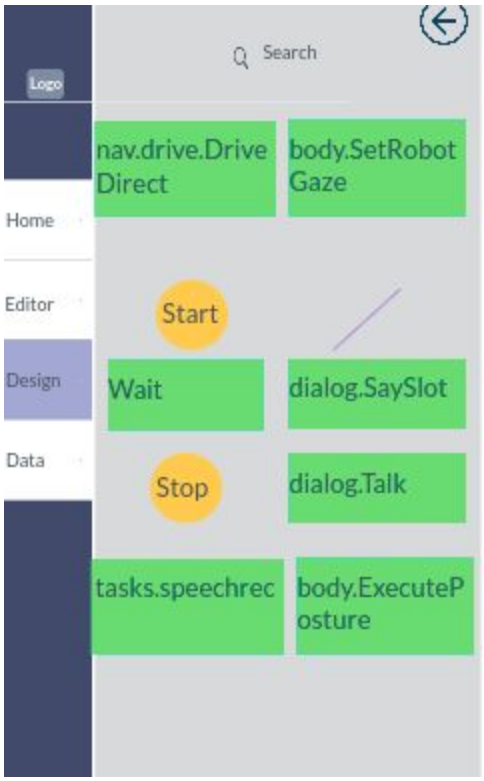
- X button to close or delete the state
- 3 Transition (Success , Error , Fatal) which can be connected from the connecting points.
- On clicking on the state , the state Data expressions or parameters can be edited.

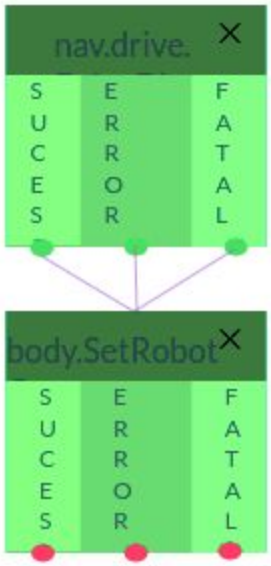




Pic 5:

Same way how previous state was added , new state can be added by clicking on the state . And the transition of one state to another on different condition like(Success , Error , Fatal) can be connected to next state with connecting lines.





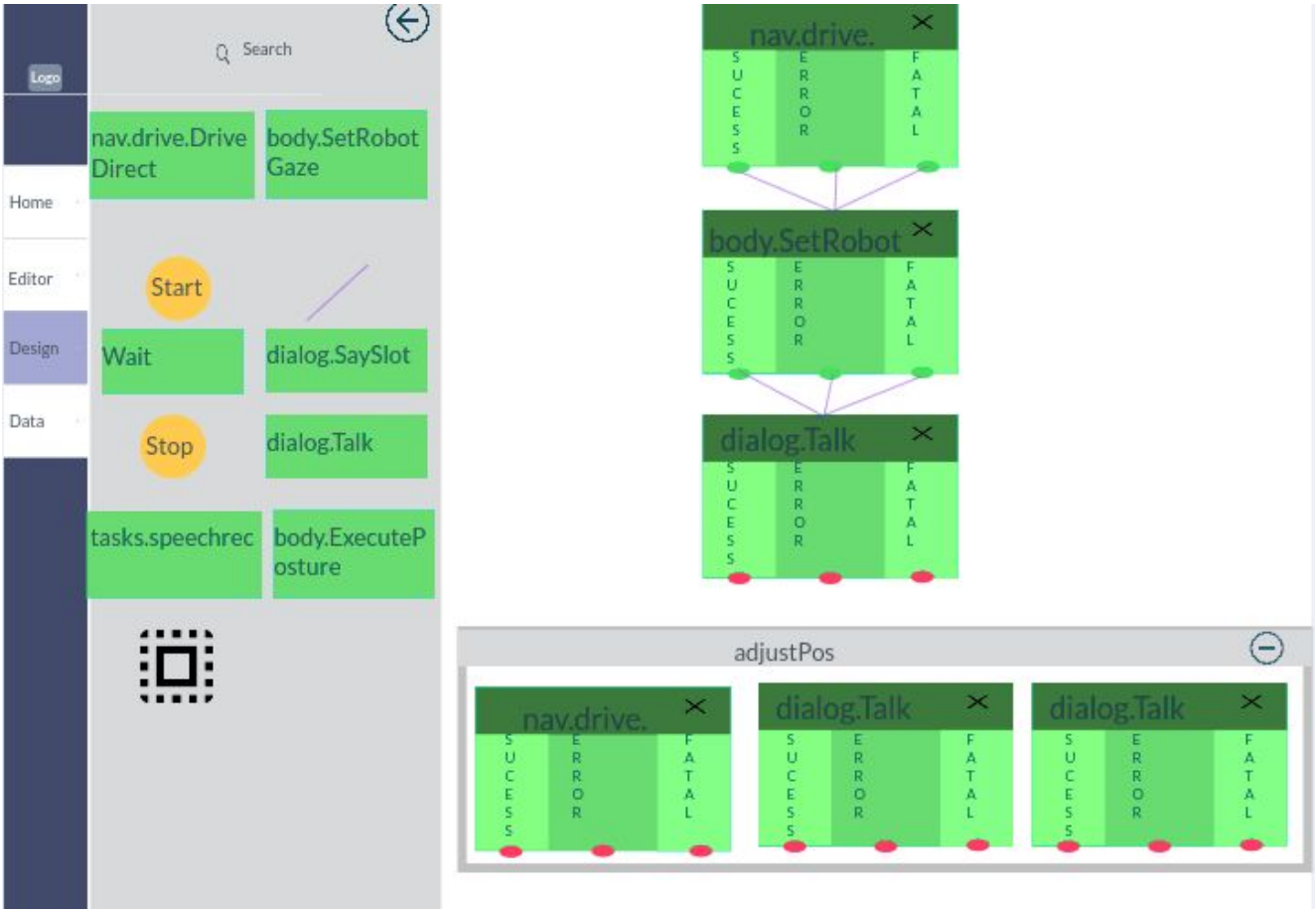
Pic 6 :

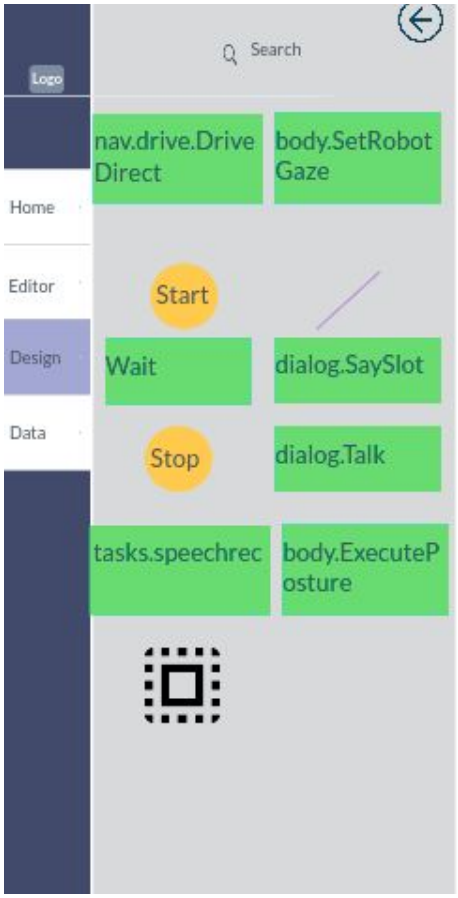
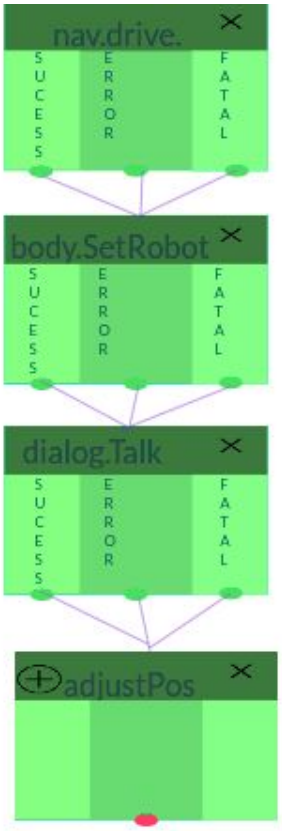
For Creating a Complex state , the square with dotted border can be used . Any number of state can be added to this complex state. This complex state has

- Complex state id
- Button to minimize or compress the state.

Pic 7 :

In this picture a complex state with few states (This SCML design made with crowd.xml) and A minimize button available to compress the state. Each state parameters can be defined individually by clicking on each state.



Pic 8 :

This depicts the compressed state of complex state . It has a Plus button which on click expands the complex state and a Cross button to delete the complex state.