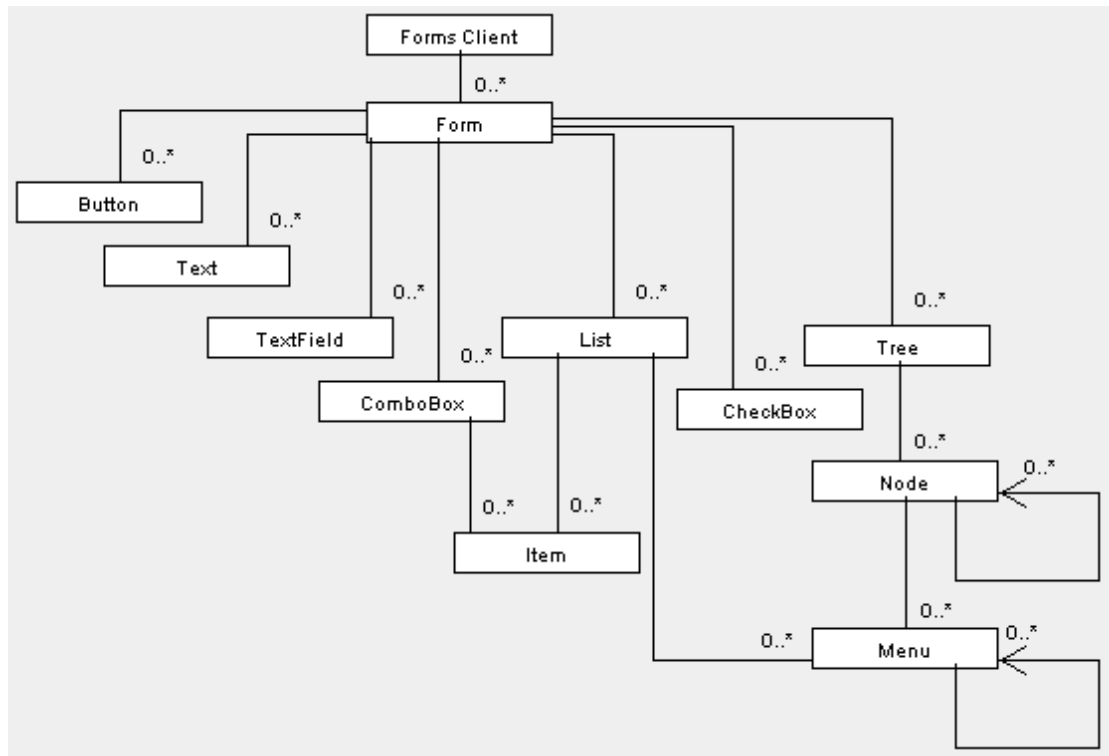


# Forms Client

## Overview



## Command/Events

### Forms Client Commands

```
newForm(identity, form title)
```

### Form Client Events

```
formClosed(identity)
```

### Form Commands

```
newButton(formIdentity, identity, text, x, y, width, height)
newText(formIdentity, identity, text, x, y)
newTextField(formIdentity, identity, x, y, width, height, editable)
newComboBox(formIdentity, identity, x, y, width, height)
newList(formIdentity, identity, x, y, width, height)
newCheckBox(formIdentity, identity, x, y, checked)
newTree(formIdentity, identity, x, y, width, height)
```

## Button commands

```
enable(identity)  
disable(identity)
```

## Button events

```
buttonPressed(identity)
```

## Text commands

```
getTextSize(identity)
```

## Text events

```
textSize(identity,width,height)
```

## TextField commands

```
enable(identity)  
disable(identity)  
getText(identity)  
setText(identity,text)
```

## TextField events

```
text(identity,text)  
textChanged(identity,text)1
```

## ComboBox commands

```
enable(identity)  
disable(identity)  
addItem(targetIdentity,text)  
clear(identity)
```

## ComboBox events

```
selected(comboIdentity,text)
```

## List commands

```
enable(identity)  
disable(identity)  
addMenuItem(parentIdentity,identity,text)
```

---

<sup>1</sup> This event is fired whenever the text is changed. This may seem to be overkill, but I experimented with firing on other events such as loss of focus but these proved not adequate.

## List events

```
selected(identity)
doubleSelected(identity)
menuSelected(identity)
```

## CheckBox commands

```
enable(identity)
disable(identity)
check(identity)
unchecked(identity)
```

## CheckBox events

```
selected(identity,selected)
```

## Tree commands

```
enable(identity)
disable(identity)
addNode(parent,identity,text)
addNode(parent,identity,text,iconFile)2
removeNode(identity)
setIcon(identity,iconFile)
setText(identity,text)
addMenuItem(parentIdentity,identity,text)
```

## Tree events

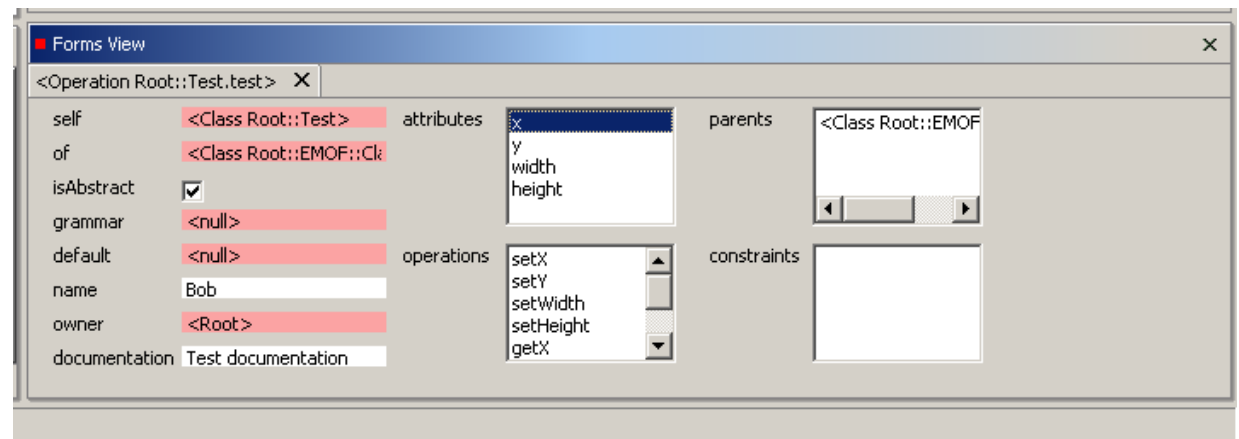
```
selected(nodeIdentity)
doubleSelected(nodeIdentity)
menuSelected(identity)
```

---

<sup>2</sup> The iconFile path is relative to the “Forms” plugin directory

## Examples

### Object viewer



```
newForm(f1,<Operation Root::Test.test>)
newText(f1,t1,self,15,5)
newText(f1,t2,of,15,25)
newText(f1,t3,isAbstract,15,45)
newText(f1,t4,grammar,15,65)
newText(f1,t5,default,15,85)
newText(f1,t6,name,15,105)
newText(f1,t7,owner,15,125)
newText(f1,t8,documentation,15,145)
newTextField(f1,tf1,90,5,120,12,false)
newTextField(f1,tf2,90,25,120,12,false)
newCheckBox(f1,cb1,90,45,true)
newTextField(f1,tf3,90,65,120,12,false)
newTextField(f1,tf4,90,85,120,12,false)
newTextField(f1,tf5,90,105,120,12,true)
newTextField(f1,tf6,90,125,120,12,false)
newTextField(f1,tf7,90,145,120,12,true)
newText(f1,t9,attributes,220,5)
newList(f1,l1,280,5,100,70)
newText(f1,t10,operations,220,85)
newList(f1,l2,280,85,100,70)
newText(f1,t11,parents,400,5)
newList(f1,l3,460,5,100,70)
newText(f1,t12,constraints,400,85)
newList(f1,l4,460,85,100,70)
addMenuItem(l1,menu1,add)
addMenuItem(l1,menu2,delete)
addMenuItem(l2,menu3,add)
addMenuItem(l2,menu4,delete)
addMenuItem(l3,menu5,add)
addMenuItem(l3,menu6,delete)
setText(tf1,<Class Root::Test>)
setText(tf2,<Class Root::EMOF::Class>)
setText(tf3,<null>)
setText(tf4,<null>)
setText(tf5,Bob)
setText(tf6,<Root>)
setText(tf7,Test documentation)
```

```

addItem(l1,x)
addItem(l1,y)
addItem(l1,width)
addItem(l1,height)
addItem(l2,setX)
addItem(l2,setY)
addItem(l2,setWidth)
addItem(l2,setHeight)
addItem(l2,getX)
addItem(l2,getY)
addItem(l2,getWidth)
addItem(l2,getHeight)
addItem(l3,<Class Root::EMOF::Object>)

```

## Operation viewer

Forms View

<Operation Root::Test.test> <Class Root::Test> X

self <Class Root::Test::test> env Seq{null | <null>}

of <Class Root::EMOF::Op

performable <a Send Seq{set}>

type <PathRef>

name desuqar parameters

owner <Class Root::Test>

documentation A test operation

Execute

```

newForm(f2,<Class Root::Test>)
newText(f2,ft1,self,15,5)
newText(f2,ft2,of,15,25)
newText(f2,ft3,performable,15,45)
newText(f2,ft4,type,15,65)
newText(f2,ft5,name,15,85)
newText(f2,ft6,owner,15,105)
newText(f2,ft7,documentation,15,125)
newTextField(f2,ftf1,90,5,120,12,false)
newTextField(f2,ftf2,90,25,120,12,false)
newTextField(f2,ftf3,90,45,120,12,false)
newTextField(f2,ftf4,90,65,120,12,false)
newTextField(f2,ftf5,90,85,120,12,true)
newTextField(f2,ftf6,90,105,120,12,false)
newTextField(f2,ftf7,90,125,120,12,true)
newText(f2,ft9,env,220,5)
newList(f2,fl3,280,5,100,70)
newText(f2,ft10,parameters,220,85)
newList(f2,fl4,280,85,100,70)
addMenuItem(fl3,menu5,add)
addMenuItem(fl3,menu6,delete)
addMenuItem(menu6,menu7,selected item)
addMenuItem(menu6,menu8,all items)
addMenuItem(fl4,menu7,add)
addMenuItem(fl4,menu8,delete)
setText(ftf1,<Class Root::Test::test>)
setText(ftf2,<Class Root::EMOF::Operation>)
setText(ftf3,<a Send Seq{set}>)

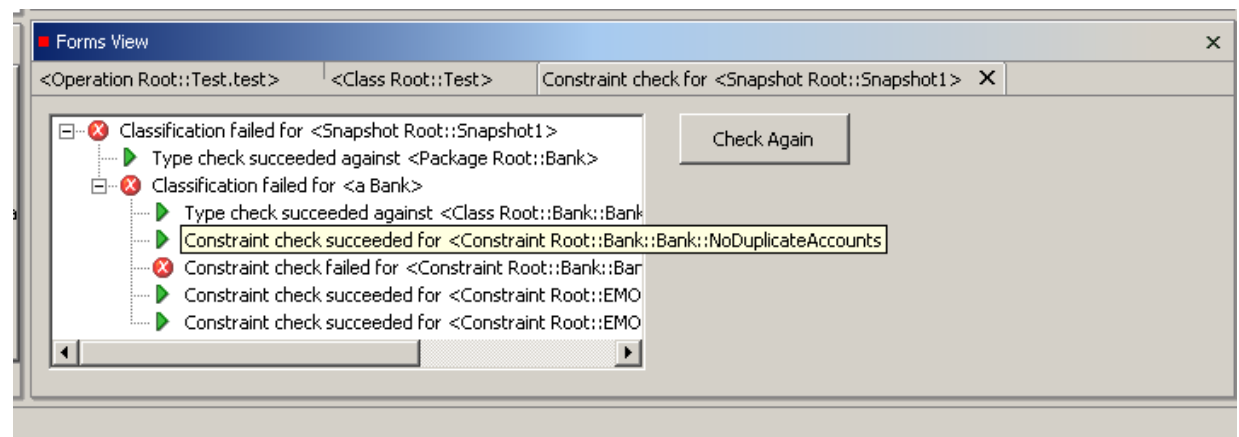
```

```

setText (ftf4,<PathRef>)
setText (ftf5,desugar)
setText (ftf6,<Class Root::Test>)
setText (ftf7,A test operation)
addItem (f13,Seq{null | <null>})
newButton (f2,b1,Execute,400,120,100,30)

```

## Classification viewer



```

newForm (f3,Constraint check for <Snapshot Root::Snapshot1>)
newTree (f3,t1,10,10,350,150)
addNode (t1,n1,Classification failed for <Snapshot
Root::Snapshot1>,classify/error.gif)
addNode (n1,n2,Type check succeeded against <Package
Root::Bank>,classify/okay.gif)
addNode (n1,n3,Classification failed for <a Bank>,classify/error.gif)
addNode (n3,n4,Type check succeeded against <Class
Root::Bank::Bank>,classify/okay.gif)
addNode (n3,n5,Constraint check succeeded for <Constraint
Root::Bank::Bank::NoDuplicateAccounts>,classify/okay.gif)
addNode (n3,n6,Constraint check failed for <Constraint
Root::Bank::Bank::BankAccountBelongToBankCustomers>,classify/error.gif
)
addNode (n3,n7,Constraint check succeeded for <Constraint
Root::EMO::Object::HasAllSlots>,classify/okay.gif)
addNode (n3,n8,Constraint check succeeded for <Constraint
Root::EMO::Object::AllSlotsTypeCorrect>,classify/okay.gif)
newButton (f3,b1,Check Again,380,10,100,30)
addMenuItem (n1,menu9,menu one)
addMenuItem (n1,menu10,menu two)
addMenuItem (n1,menu11,menu three)
addMenuItem (n2,menu12,menu four)
addMenuItem (n2,menu13,menu five)
addMenuItem (menu9,menu14,menu six)
addMenuItem (menu9,menu15,menu seven)
addMenuItem (menu14,menu16,menu eight)
addMenuItem (menu14,menu17,menu nine)

```