

Supercharge Your User Interfaces in JSL

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Agenda

- Introduction
- Col Boxes
- Tabs
- Too Many Tabs
- Associative Arrays
- Tree Nodes and Tree Boxes
- Filtering Long Picklists

Introduction

- Application user interfaces should be
 - Easy to use
 - Easy to understand
 - Transparent to the user
- Good user interfaces result in
 - Engaged users
 - Fewer frustrations
 - Great user experiences
- This talk:
 - Variety of ways to supercharge your JMP user interfaces



Col Boxes

- Special type of column object that can contain any other display box
- Contained inside a Table Box
- Allows you to display
 - Text in different fonts, styles, sizes, foreground/background colors in a Table Box grid
 - A column of clickable buttons
 - A column of icons representing the status of a row
 - A column of mini-graphs
 - A column of pictures



Simple Col Box Example (1)

```
// Simple Col Box Example.jsl
nw = new window("Col Box Example",
    tb = table box(
        cb = col box("Sample Text",
            tb1 = text box("Hello"),
            tb2 = text box("World")
```

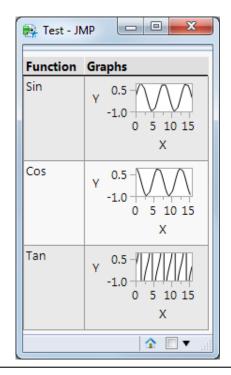


Simple Col Box Example (2)

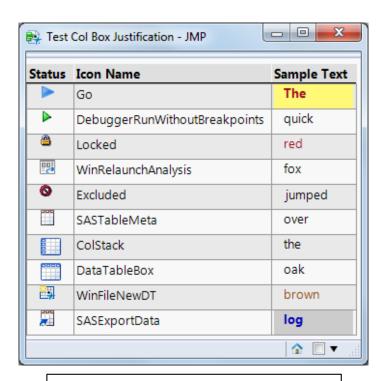
```
// Format the text boxes
tb1 << font color("Dark Green")
        << set font("Times New Roman", 24, "bold");
tb2 << font color("Dark Red")
        << set font("Broadway", 24, "italic");</pre>
```



Col Box Examples



Col Box Graph Function Example.jsl



Col Box icons formatted text Example.jsl



Real World Example – Adverse Event App

Review adverse events that have alerted

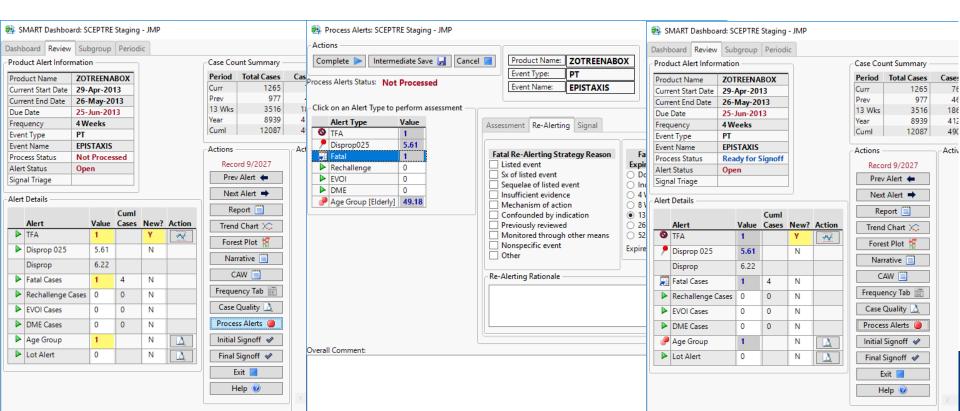


Table Box Tip

Make rows clickable

```
<< set selectable rows(1);
```

Add actions

```
<< set row change function()
```

Steering Committee Example

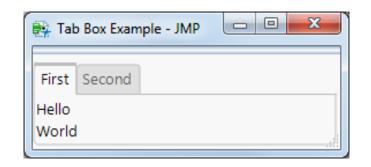


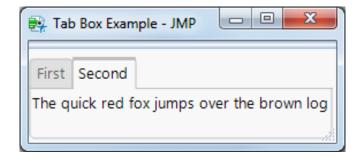
Steering Committee.jsl + Steering Committee.jmp

Tab Boxes

Segment displays using a tabbed interface

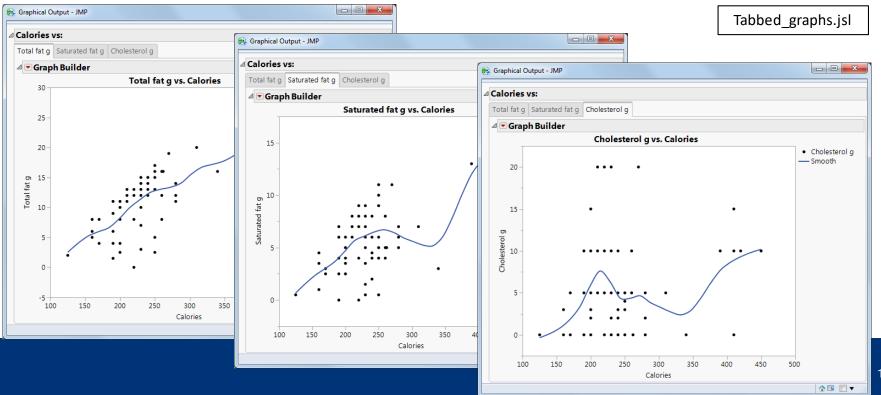
```
Example Tab Box.jsl
= new window("Tab Box Example",
 tb = tab box(
     "First Tab",
     vlistbox(
         text box("Hello"),
         text box("World")
     "Second Tab",
     text box("The quick red fox jumps over the brown log")
```





Using Tab Boxes to Display Graphs

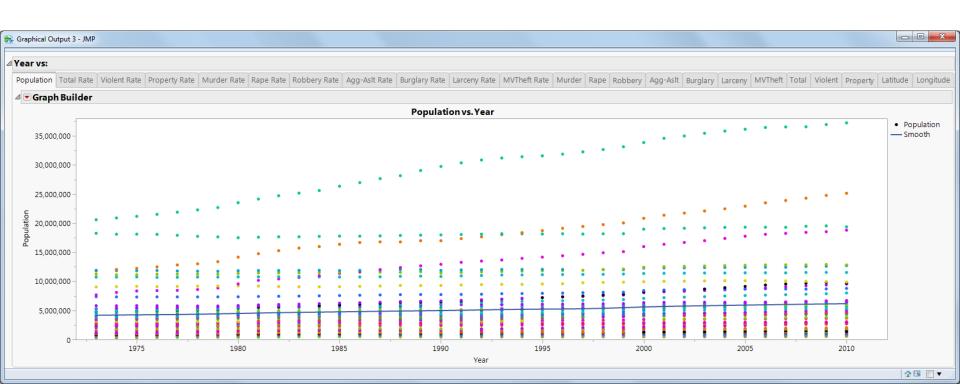
Each tab shows a separate graph in a series



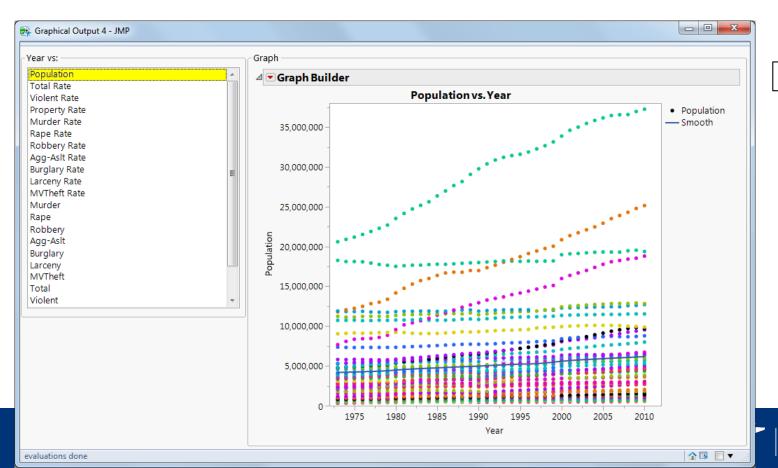
Tab Boxes are Great

But what if there are too many tabs?

TooManyTabs Graphs.jsl



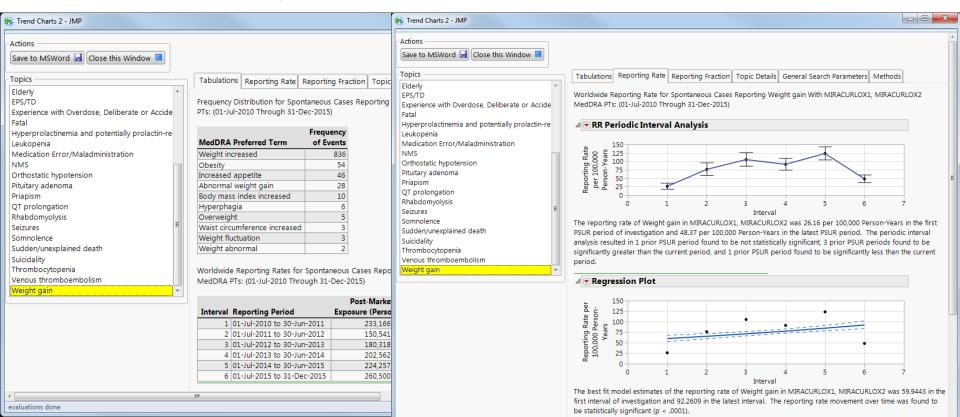
Use a List Box, and Display One Graph at a Time



Listbox_Graphs.jsl

Real World Example 2: Trending App

Show trending information for many topics



Associative Arrays

From the JSL Scripting book:

- Map unique keys to values that can be non-unique
- Also called a dictionary, a map, a hash map, or a hash table
- Keys are placed in quotes
- The value associated with a key can be a number, date, matrix, list, and so on.

Example

```
aa = associative array();
aa["First"] = {"Tom", "Jerry"};
aa["Second"] = {"Fred", "Wilma"};
aa["Third"] = {"Pebbles", "Bam Bam"};
print(aa);
Associative Array({
     {"First", {"Tom", "Jerry"}},
{"Second", {"Fred", "Wilma"}},
{"Third", {"Pebbles", "Bam Bam"}}
```

Product Returns Application

- Click on product, select return reason(s)
- If another product selected
 - Store return reasons for previously selected product
 - Display return reasons for newly selected product

_ 0 X - Application - JMP [2] Actions OK Cancel Product Name Select the desired Tomato return reason Tomato Rotten Past sell-by date Peach Cantaloupe Funny smell Discolorations Squash Watermelor Insect parts found Moldy Carrot Lettuce Broken parts ■ Gone to seed Other **☆** □ ▼

Associative Array Example. jmpapp

Associative Arrays to the Rescue

```
// Use an associative array to store the return checkboxes for each product name

// Initialize associative array
return_aa = associative array();
n_return = nitems(return_cb << get items());

// Create a one-dimensional matrix of 0s
empty list = j(n_return, 1, 0);</pre>
```

Associative Arrays to the Rescue

```
// Use an associative array to store the return checkboxes for each product name
// Initialize associative array
return aa = associative array();
n return = nitems(return_cb << get items());</pre>
// Create a one-dimensional matrix of Os
empty list = j(n_return, 1, 0);
// Get product names from product listbox
product list = product lb << get items;</pre>
for (i = 1, i <= nitems(product list), i++,
    one product = product list[i];
    return aa[one product] = empty list;
);
```

Initial Values for Associative Array

```
return aa:
Associative Array({
{"Cantaloupe", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Carrot", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Cucumber", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Lettuce", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Peach", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Squash", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Tomato", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Watermelon", [0, 0, 0, 0, 0, 0, 0, 0]}})
```

When checkboxes are checked or unchecked...

```
// Called when the return cb check box selection changes
return cbChange=Function({this, index},{selected},
    one product list = product lb << get selected;
    if (nitems(one product list) > 0,
        one product = one product list[1];
// Get the status of the recently checked or unchecked checkbox
    one checked = this << get(index);
// Save the checkbox status for this product name/return element
    return aa[one product][index] = one checked;
```

When the product name changes...

```
// This function is called when the product lb List Box selection changes
product lbSelect=Function({this}, {selectedIndex},
    one product list = this << get selected;
    if (nitems(one product list) > 0,
        one product = one product list[1];
// Put the newly selected product name into some labels
        return panel << set title("Select the desired " ||
            one product || " return reason");
// Set the return cb checkboxes to this product's values
        for (i = 1, i \le n \text{ return}, i++,
            return cb << set(i, return aa[one product][i]);</pre>
        );
```

Returns Associative Array with some Checkboxes Checked

```
Associative Array({
{"Cantaloupe", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Carrot", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Cucumber", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Lettuce", [0, 0, 0, 0, 0, 0, 0, 0]},
                                                                             - - X
{"Peach", [1, 1, 0, 0, 0, 0, 0, 0]
                                                   - Application - JMP [2]
{"Squash", [0, 0, 0, 0, 0, 0, 0, 0, 0
                                                    Actions
                                                     OK Cancel
{"Tomato", [0, 0, 0, 1, 1, 0, 0, 0, 0
                                                     Product Name
                                                              Select the desired Tomato return reason
{"Watermelon", [0, 0, 0, 0, 0, 0, 1,
                                                     Tomato
                                                              Rotten
                                                     Peach
                                                              Past sell-by date
                                                     Cantaloupe
                                                              ■ Funny smell
                                                     Squash
                                                              Discolorations

■ Insect parts found

                                                     Watermelor
                                                              ■ Moldy
                                                     Carrot
                                                              ■ Broken parts
                                                     Lettuce
                                                              ☐ Gone to seed
                                                              Other
```

☆ □ ▼

Tree Nodes and Tree Boxes

Tree Node

- A tree data structure in JMP that can be displayed using a Tree Box.
- Has a label, which appears in the Tree Box, but also can hold data (any JMP object).

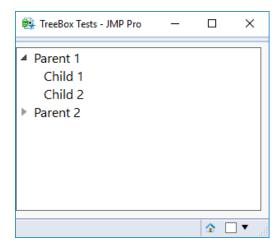
Tree Box

- Shows Tree Nodes, allowing you to select and collapse the nodes as desired.
- Can have various kinds of callback functions, which are useful when updating a window based on selection.



Simple Tree Box Example

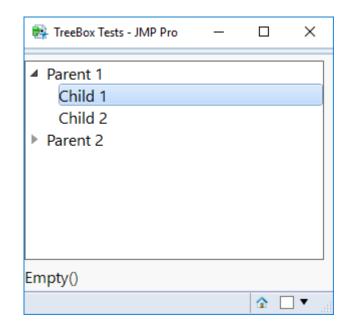
```
root1 = Tree Node( "Parent 1" );
root2 = Tree Node( "Parent 2" );
c1 = Tree Node( "Child 1" );
c2 = Tree Node( "Child 2" );
c3 = Tree Node( "Child 3" );
c4 = Tree Node( "Child 4" );
root1 << Append( c1 );</pre>
root1 << Append( c2 );</pre>
root2 << Append( c3 );</pre>
root2 << Append( c4 );</pre>
nw = New Window( "TreeBox Tests",
    tree = Tree Box( {root1, root2}, Size( 300, 200 ) )
tree << Expand( root1 );</pre>
```





Adding Data to Tree Nodes

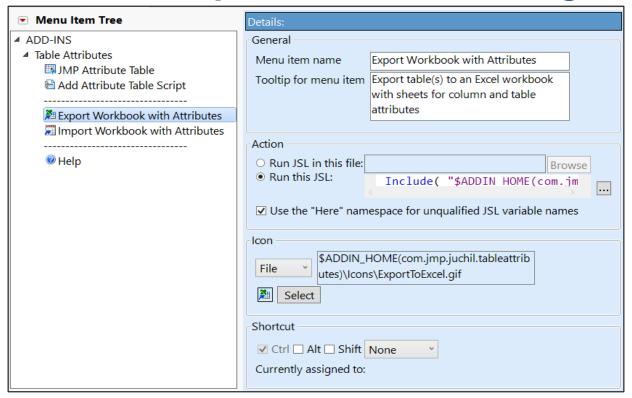
```
// add a text box to the window
nw << Append( tb = Text Box() );</pre>
// add some data to the root nodes
root1 << Set Data( "Welcome to Cary!" );</pre>
root2 << Set Data( "See you next year!" );</pre>
// add a callback function when selecting a node
tree << Set Node Select Script(</pre>
   Function({tree, node},
      If( !Is Empty( node ),
         tb << Set Text( Char( node << Get Data() ) )
```



Candy Bars Example - Demo

Candy Bar Nutrition.jsl

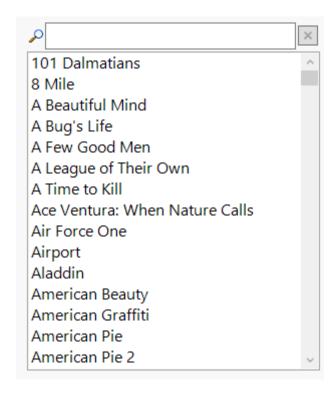
Real World Example – Add-In Manager



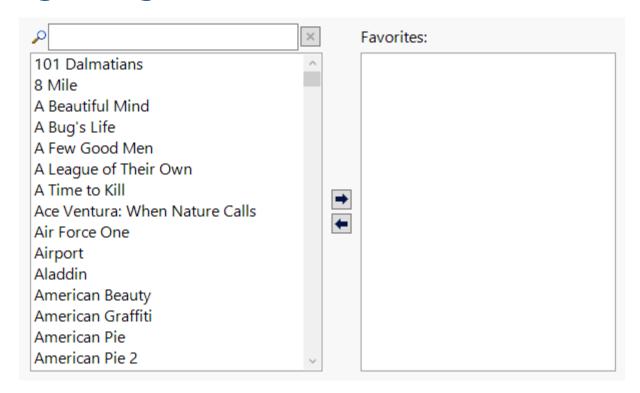
Filtering Long Picklists

- Sometimes there are just too many items in a list box to find what you are looking for.
- Implementing your own search box can help reduce the need for scrolling through these items.

Filtering Long Picklists – Single Select



Filtering Long Picklists – Multiselect



Search Box

```
H List Box(
  Align( "Center" ),
   Icon Box( "SearchIndex" ),
   filter teb = Text Edit Box( "",
      <<Set Width( 250 ),
      <<Set Text Changed( filterMovies )
   Button Box( "",
      <<Set Icon( "TabClose" ),
      <<Set Script(
         // clear the filter and call the text changed function
         filter_teb << Set Text( "" );
         filterMovies( filter teb, "" );
      <<Set Tip( "Clear Filter" )
```

Filter Function

```
filterMovies = Function( {this, searchText},
   {filtered movies, i},
   // only attempt to filter if there is any text
   If( searchText != "",
      // new list for movies that match searchText
      filtered movies = {};
      // Check if each movie matches the given text
      For( i = 1, i <= N Items( all movies list ), i++,
         // Insert to our list if it contains our search text (case insensitive)
         If( Contains( Lowercase( all movies list[i] ), Lowercase( searchText ) ),
            Insert Into( filtered movies, all movies list[i] );
      // else show all movies
      filtered movies = all movies list;
   nonFavMovies lb << Set Items( filtered movies );</pre>
);
```

Favorite Movies Example - Demo

Favorite Movies.jsl

Real World Example – JMP Testing Framework



Conclusions

- Col boxes are a useful addition to a tablebox
- Tab boxes are great for segmenting displays
- Associative arrays are useful for storing complex state information
- Tree nodes and tree boxes are excellent for working with hierarchical data
- Filtering long picklists can easily be done in JSL

Key Learnings

- Listen to your users
- Listen some more
- Keep listening!
- Don't say no right away
- Show prototypes
- Users don't know what they want until they see what they don't want





Thank you

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Justin Chilton

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Martin Freeman, *Untitled*Diagnosed with AIDS in 1990,
Martin lives in San Francisco where
he continues to create new pieces.

