

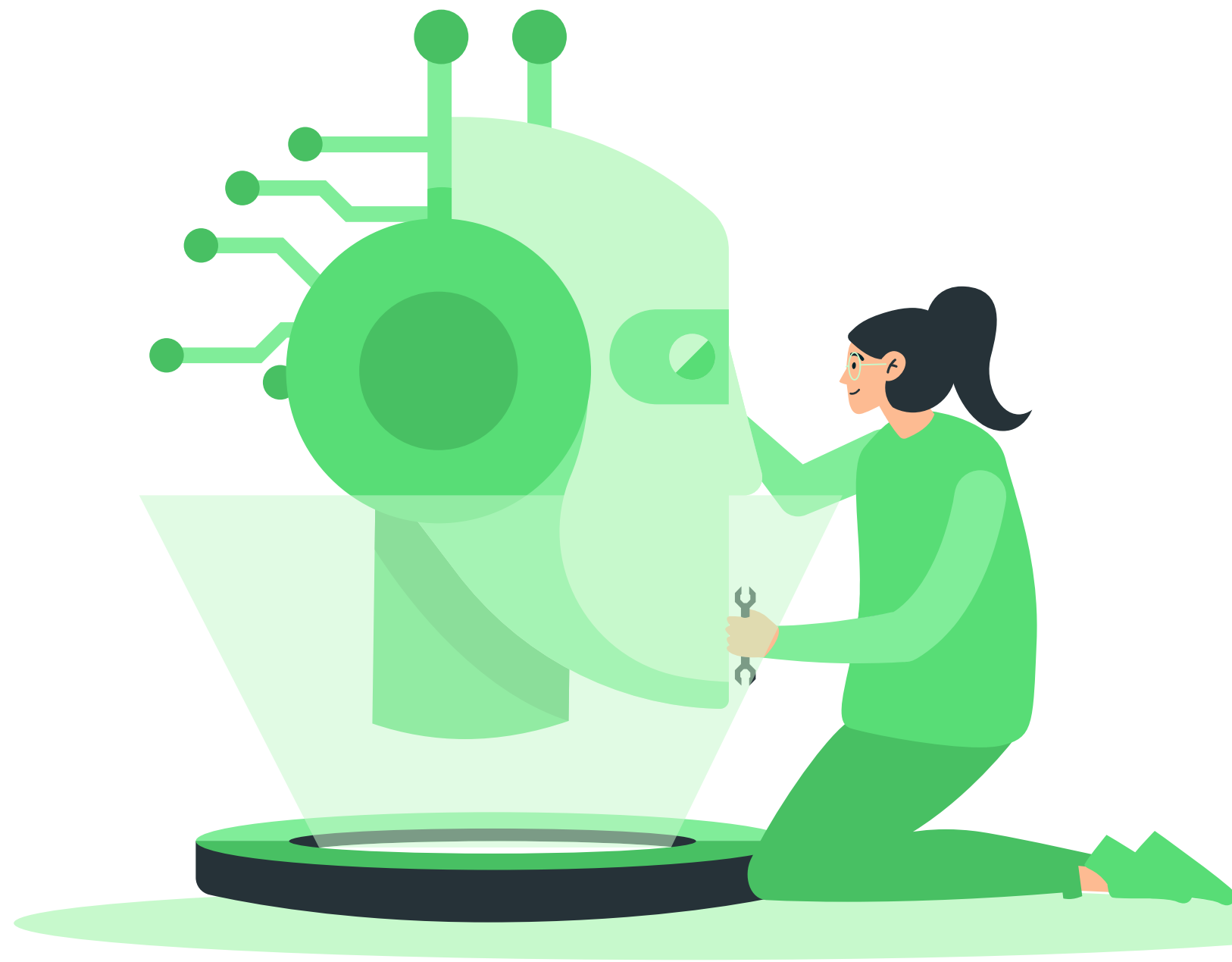
GNUstep Conceptual Architecture

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Agenda

- 1 Motivation & Context
- 2 Top-Level Architecture
- 3 Subsystems & Interactions
- 4 Use Cases & Sequence Diagrams
- 5 Derivation Process & Alternatives
- 5 Lessons Learned & Limitations
- 5 Conclusion & Future Directions

Motivation & Context



Cross-platform GUI challenge
native look & feel across OSes

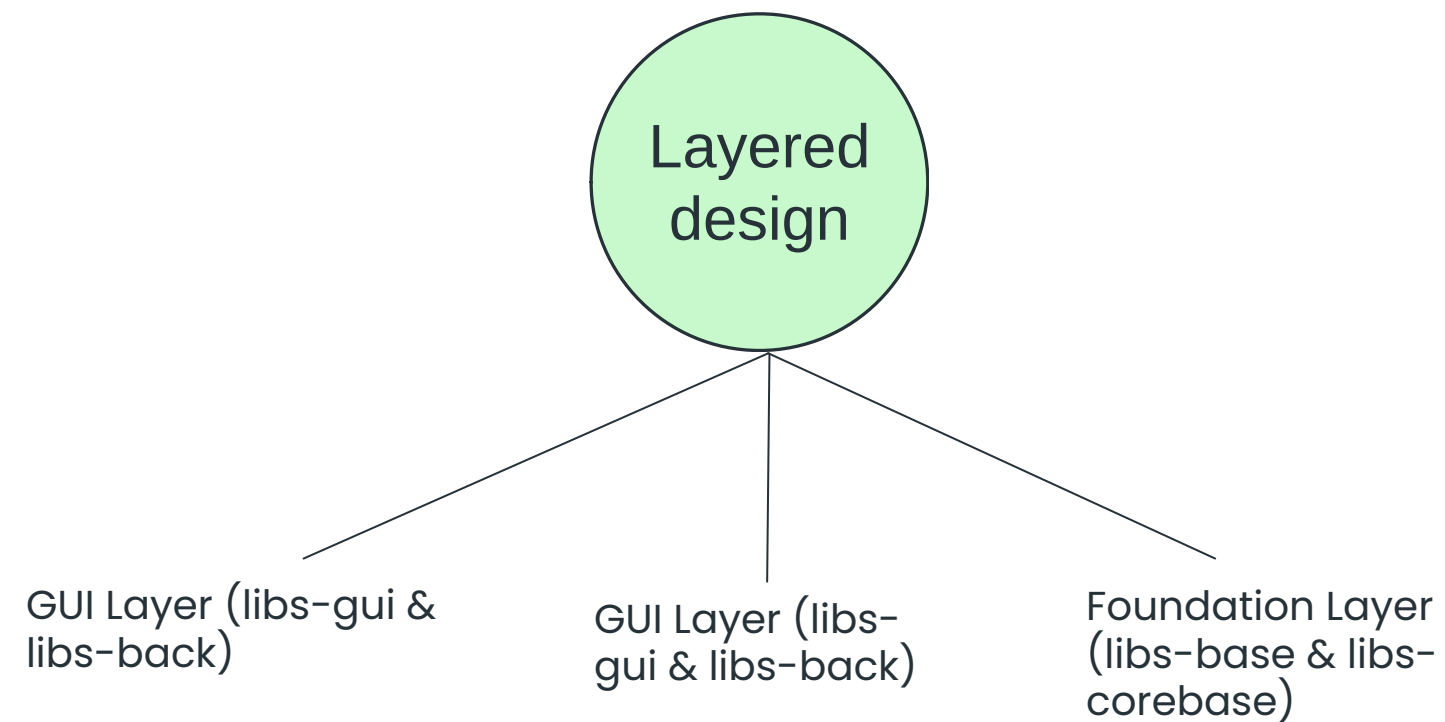


GNUstep reimplements the
OpenStep specification
unified development approach

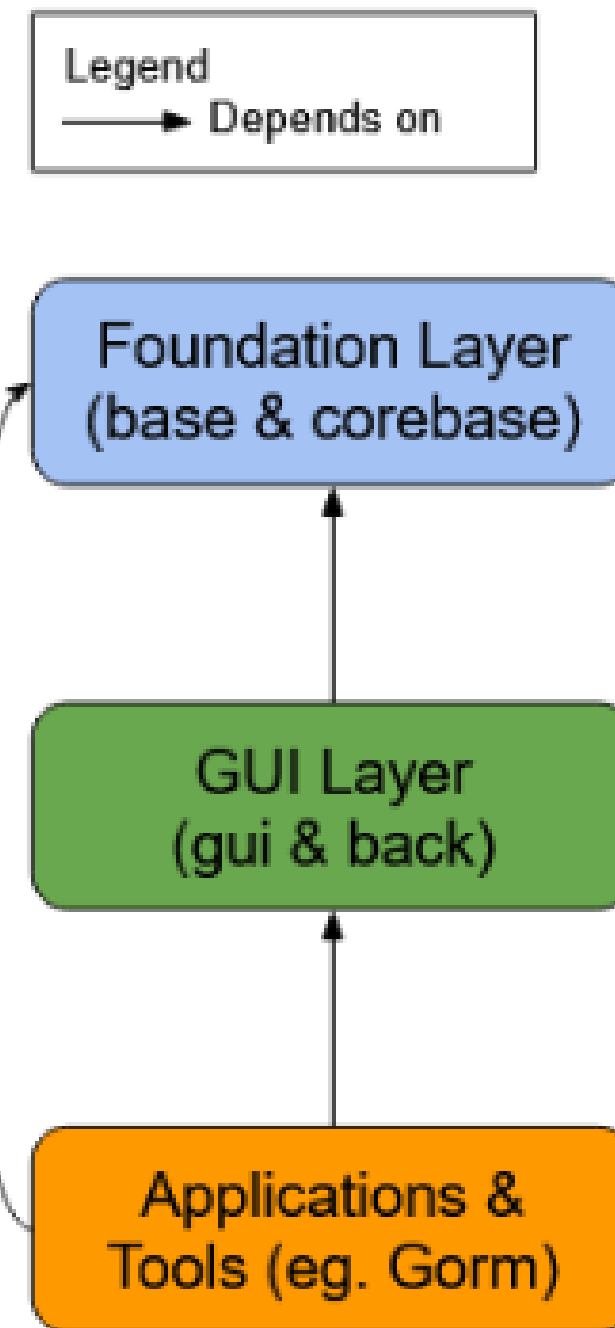


Objective-C foundation
Simplifies portability and code
reuse

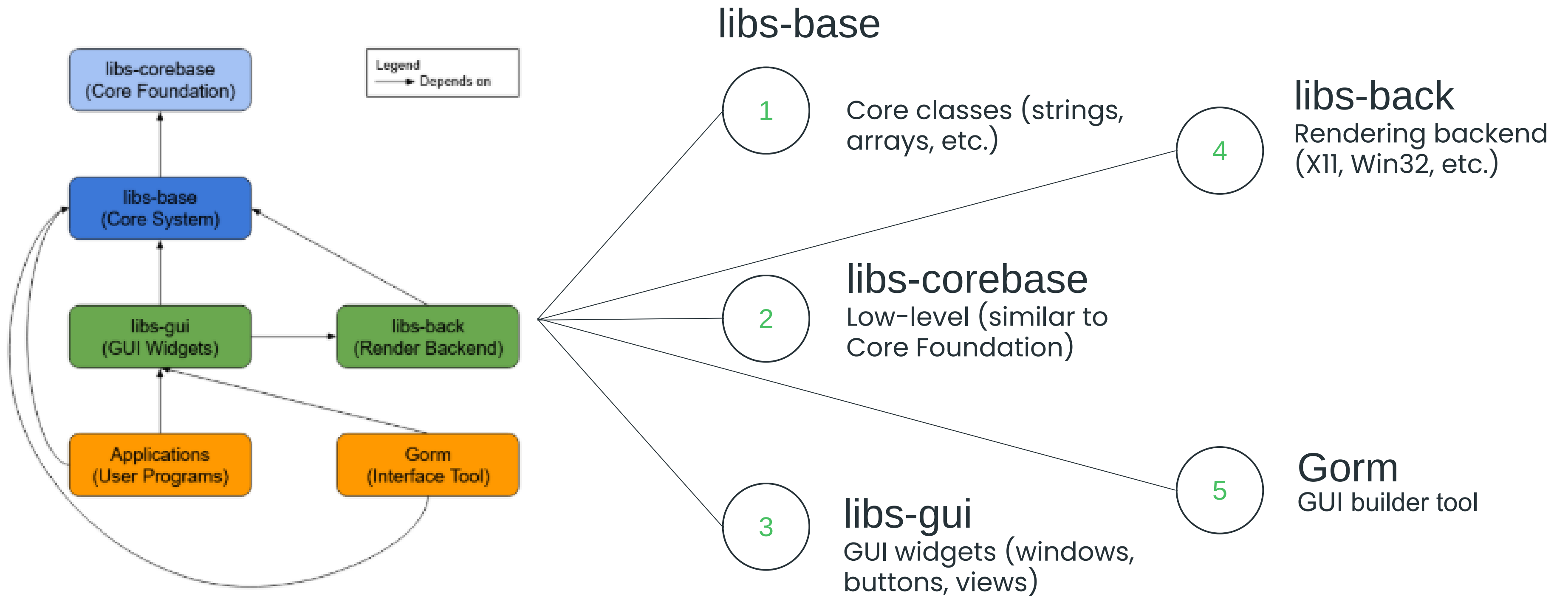
Top-Level Architectural Style



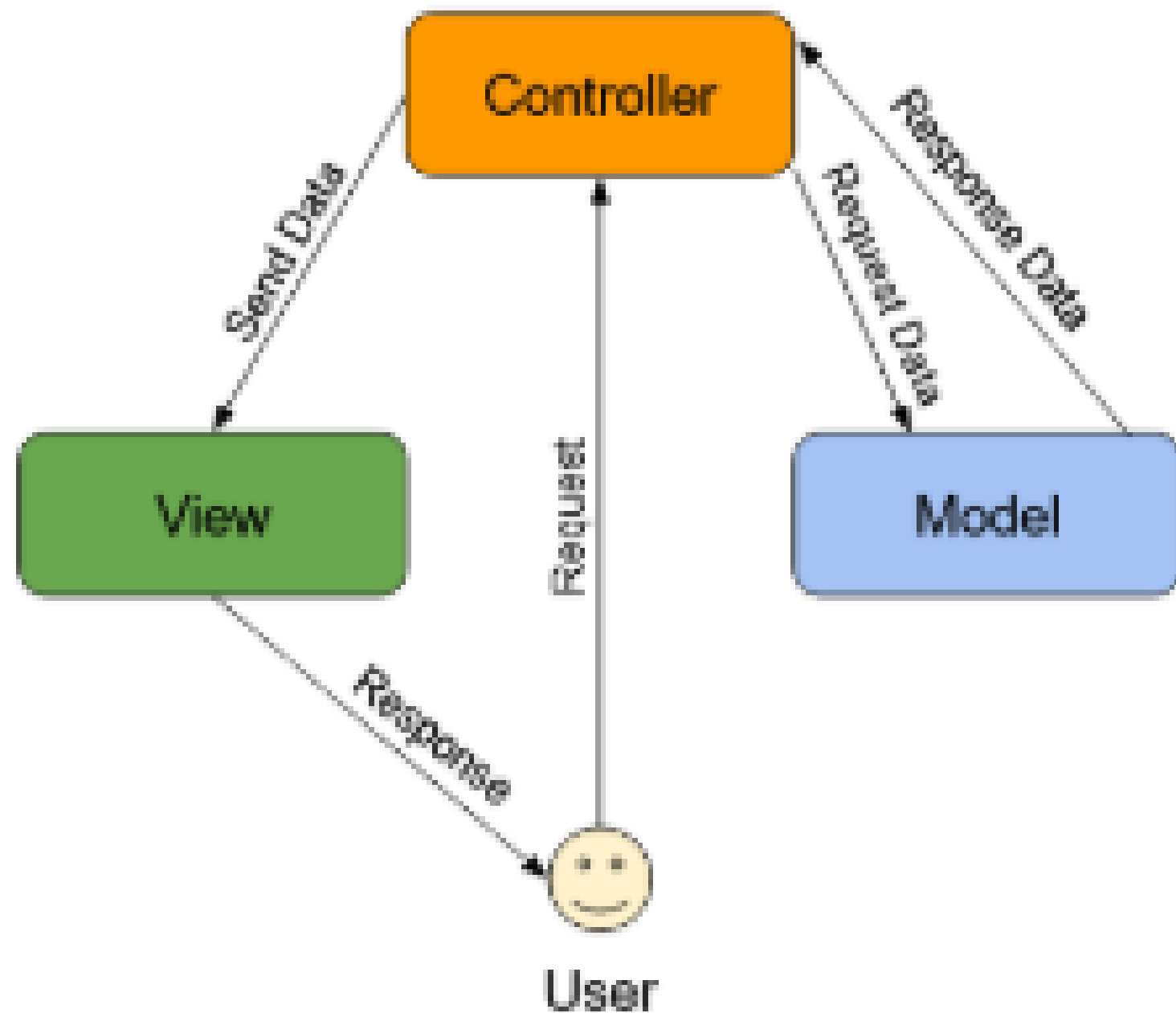
- MVC, object-oriented, event-driven styles
- Layers enable maintainability & portability



Subsystems & Components

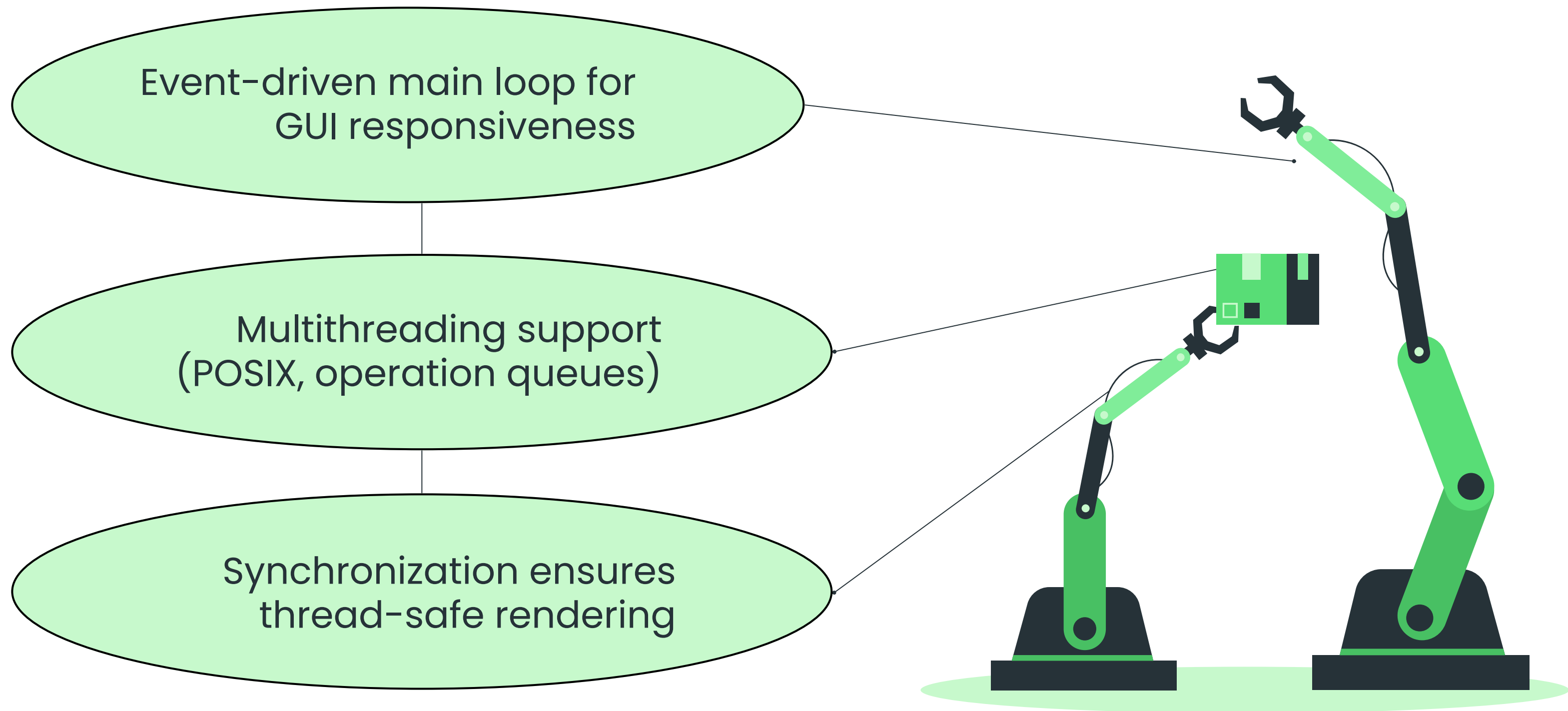


MVC Emphasis



- 1 **Model**
Business logic/data (libs-base)
- 2 **View**
UI elements (libs-gui)
- 3 **Controller**
Links user actions to models & views

Concurrency & Data Flow



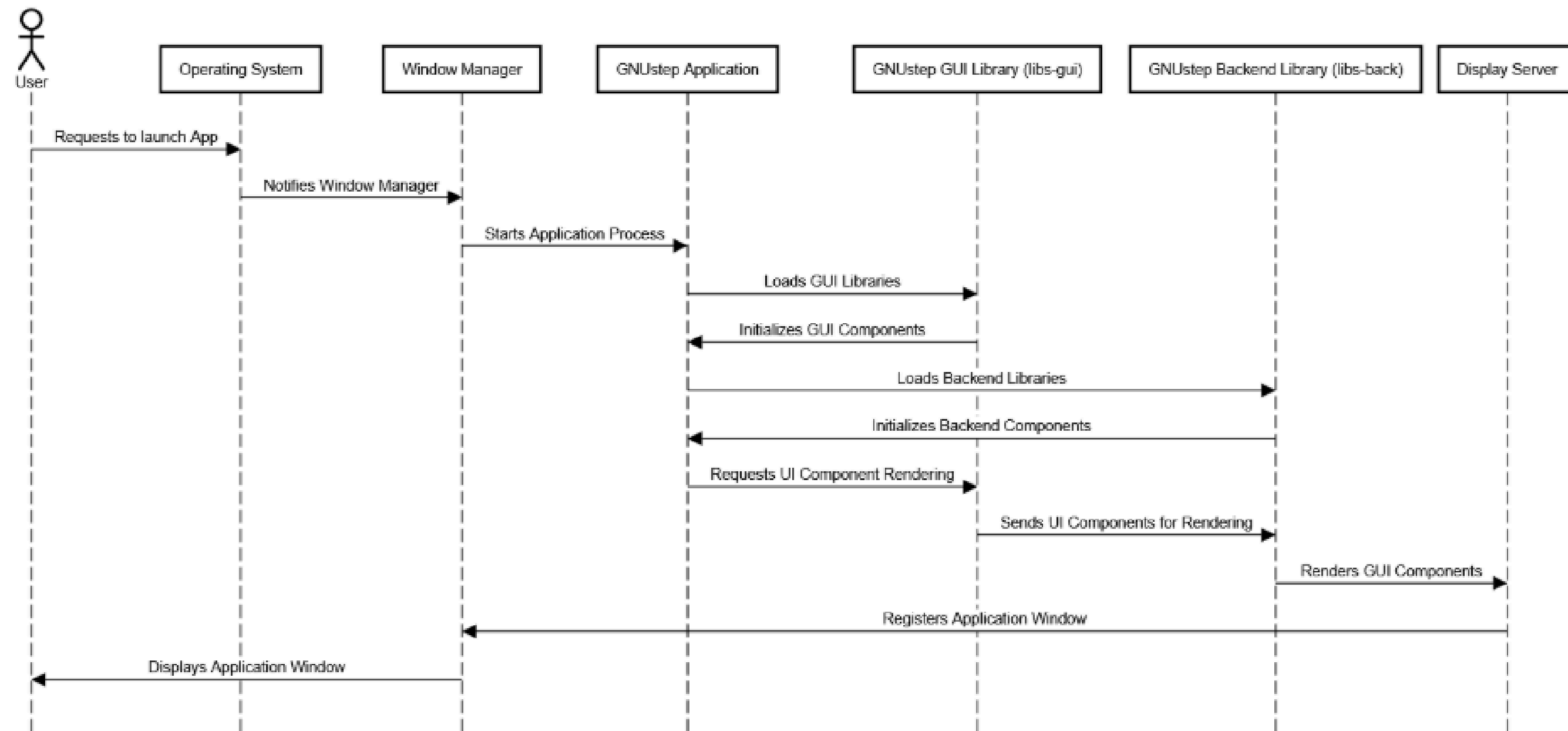
Use Case 1: App Launch

User/OS requests launch → Window Manager spawns process

libs-gui loads UI components; libs-back initializes rendering

Application window is displayed

GNUstep Application Launch - Conceptual Architecture

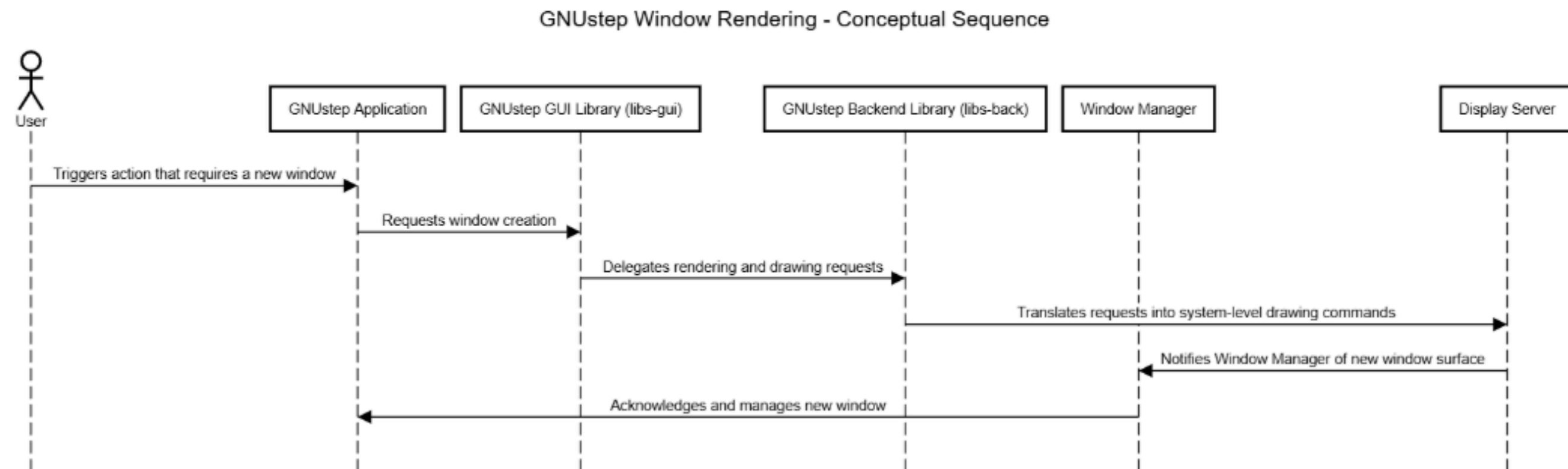


Use Case 2: Rendering a Window

User action →
GNUstep app →
libs-gui →
libs-back

libs-back translates
to system-level
drawing

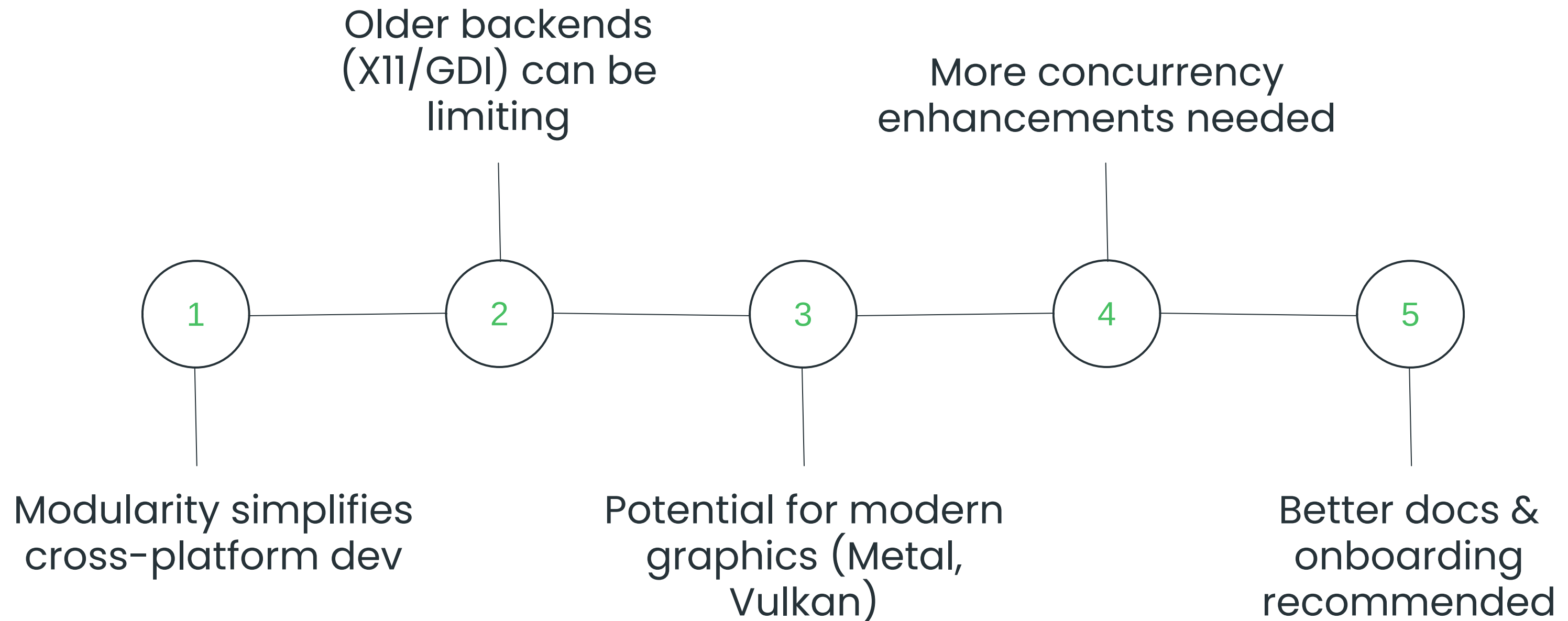
Window Manager
notifies creation of
new window surface



Derivation & Alternatives

Modular vs. monolithic	Direct OS Calls vs. libs-back	Objective-C vs. C++
<ul style="list-style-type: none">• Modular approach chosen for flexibility and maintainability	<ul style="list-style-type: none">• libs-back abstraction preserves OS independence	<ul style="list-style-type: none">• Objective-C retained for OpenStep compatibility

Lessons & Limitations



Conclusion

GNUstep's layers + MVC

=

strong portability & structure

Future: advanced concurrency, updated graphics
backends