# Using the MiPal Whiteboard Classgenerator

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## 1 Introduction

The Classgenerator is a command line tool used to generate classes for use with the MiPal Whiteboard. It reads input from a text file and generates Whiteboard .c and .h class files, and a C++ wrapper.

It is assumed the user has general skills in use of the bash shell.

### 1.1 Supported Operating Systems

The Classgenerator requires MacOS X 10.9 and later. Linux support is not yet available.

## 2 Creating an input file

An input file must be created before using the Classgenerator. The input file specifies the variables types used in the generated classes.

### 2.1 File type and filename

The input file must be a plain-text .txt file. The .txt file extension must be used.

To correctly generate C and C++ class names:

* The filename should use lowercase letters
* The filename must begin with a lowercase letter
* The filename should use underscores between words
* Numbers may be used
* Other than in the .txt file extension, periods/fullstops must not be used

If the input file’s name includes uppercase letters:

* These capital letters will be kept and used in the C++ filename/class (which is in camel case)
* These capital letters will be converted to lowercase for the wb\_ files

These are some examples of *suitable* filenames:

ball\_colour.txt

oculus\_prime\_interface.txt

vision\_goals.txt

point2D.txt

point\_2D.txt

These are examples of *unsuitable* filenames:

BallColour.txt

goal.doc

WALK.txt

vision\_goals

A sample text file sample\_input.txt can be found in the GUNao/posix/classgenerator/classgenerator folder.

### 2.2 Specifying your name

As the author you may, as an option, specify your name in the input file. Your name is used in the comment at the top of each file:

* As the creator of the file
* In the copyright clause
* In the GNU license

**If you not specify your name in the input file, the system username will be used.**

Specify your name in the first line of the input file using the following format:

author */tab* Your Name

* author must be in lowercase
* There must be a single tab between author and your name
* You name must be written exactly how you want it to appear (as a suggestion, capitalised with a space between parts of the name)

Hyphenated names, and multi-word names will work as expected.

Examples of how to specify names:

author Captain Spaulding

author Otis B. Driftwood

### 2.3 Specifying an alias

To allow compatibility with existing, pre-classgenerator code, you may specify an alias class using the following format:

alias */tab* alias\_filename

### 2.4 Specifying simple variables

To specify variables, use the following format:

datatype */tab* variable\_name=default */tab* comment

* Each variable must include a datatype, variable name and comment
* The data type must be written as specified in section *5 Supported Data Types*
* There must be a single tab between each of the datatype, variable name/default, and comment
* Variable names should be written exactly how you want them to appear
* Specifying a default value is optional (see below\*)
* The comment may be specified by “// “ to aide in readability

Currently supported data types are listed in section *5 Supported Data Types*. Strings and objects to be added shortly.

Example of specifying variables in an input file:

int16\_t pointX=5 // pointX is the X coordinate

int16\_t pointY // pointY is the Y coordinate

bool is\_red=false is\_red is true if the colour is red

In this example, pointY does not have a default value specified

Note: depending on the tab setting of your text file editor, things may not line up perfectly.

\*If default values are not specified, the following defaults will be used:

* Boolean: false
* Numerical types: 0

### 2.4.1 Specifying arrays

To specify arrays, use the following format:

datatype */tab* variable\_name[array\_size]=default */tab* comment

The specifications in *2.4* also apply to arrays. In addition:

* Default values for arrays may be specified between curly braces and separated by commas
* If default values are not specified, the array will be filled with the default value of the variable type (as specified in *2.4*)
* An array size must be specified
* If a string is specified as an array of char, the array size must allow for the null termination character

Example of specifying arrays in an input file:

int16\_t my\_values[4]={1,1,2,3} // my\_values has default values

int16\_t your\_values[3] // no default specified

In this example, your\_values does not have a default value specified

Note: C Strings may be specified as an array of type char. When doing so the size of the array must allow for a null termination character.

### 2.5 Specifying the struct comment

To specify a comment for the struct, leave a blank line after the variables, and enter the comment lines at the end of the text file. An example of an input text file with a struct comment is:

int16\_t pointX=5 // pointX is the X coordinate

int16\_t pointY // pointY is the Y coordinate

*/return <- this is a blank line*

This is the first line of a comment for the struct.

This is the second line.

This comment will appear above the struct in the wb\_ header file and the C++ and Swift wrappers

## 3 Installing the classgenerator executable file

The classgenerator executable is located in the GUNao/posix/classgenerator/classgenerator folder. It is called classgenerator.

To allow the executable to be run from any directory, copy it to the usr/local/bin directory under MacintoshHD. This directory is hidden. To open it, go to the Finder and, under the “Go” menu, use “Go to folder”.

If you do not have a usr/local/bin directory, enter the following in the Terminal:

sudo mkdir -p /usr/local/bin

cd /usr/local/bin

open .

…this will create and open the directory. Copy the executable into this folder.

## 4 Running the program

With the program installed in the usr/local/bin directory, it can be run from any location.

In the Terminal, change to the directory that you would like your generated files to be located. Put your input file in this directory also.

The name of the input file must be entered as a command line argument. For example:

classgenerator ball\_colour.txt

This will run the generator using the file ball\_colour.txt as input and will generate the Whiteboard classes:

wb\_ball\_colour.h

wb\_ball\_colour.c

To also generate a C++ wrapper for these files, use the command line argument c or -c

classgenerator ball\_colour.txt c

This will generate the Whiteboard classes and a C++ wrapper:

wb\_ball\_colour.h

wb\_ball\_colour.c

BallColour.h

To also generate a Swift wrapper and Bridging Header for these files, use the command line argument s or -s

classgenerator ball\_colour.txt s

This will generate the Whiteboard classes and a Swift wrapper and Bridging Header:

wb\_ball\_colour.h

wb\_ball\_colour.c

BallColour.swift

BallColour-Bridging-Header.h

To generate both the C++ and Swift wrappers use the command line arguments c/-c and s/-s together:

c s

s c

sc

cs

-c -s

-s -c

-sc

-cs

will all work to produce both wrappers.

The command line arguments may be entered in any order. These variations will produce the same result:

classgenerator ball\_colour.txt c

classgenerator ball\_colour.txt -c

classgenerator c ball\_colour.txt

classgenerator –c ball\_colour.txt

## 5 Supported data types

Strings, arrays and object types to be supported shortly. The currently supported data types are:

bool

char

signed char

unsigned char

int

signed int

unsigned

unsigned int

int8\_t

uint8\_t

int16\_t

uint16\_t

int32\_t

uint32\_t

int64\_t

uint64\_t

short

short int

signed short

signed short int

unsigned short

unsigned short int

long

long int

signed long

signed long int

unsigned long

unsigned long int

long long

long long int

signed long long

signed long long int

unsigned long long

unsigned long long int

long64\_t

float

float\_t

double

double\_t

long double

double double

Note: C Strings may be specified as an array of type char. When doing so the size of the array must allow for a null termination character.

## 6 Output from the generated files

The toString() and description() methods return strings that are formatted as follows.

For a struct of variables with values:

Type: bool

Name: pressed

Value: true

Type: int\_16 array

Name: point2D

Value: {1,3}

The description() function will return this string:

pressed=true, point2D={1,3}

The toString() function will return this string:

true, {1,3}

## 7 Using fromString() with the Whiteboard Monitor

When using the Whiteboard Monitor, strings can be tested at the command line. When using classes generated by the Classgenerator, these string should be formatted similarly to the strings described in *6 Output from the generated files.* Either format can be read by the fromString() function

The use of spaces is optional, and additional spaces may be used. For example, the fromString() function treats the following strings in the same way:

pressed=true,point2D={1,3}

pressed = true, point2D= {1 , 3}

true,{ 1 , 3 }

true ,{1, 3}