jInfer AutoEditor Module Description

Michal Klempa, Mário Mikula, Robert Smetana, Michal Švirec, Matej Vitásek Advisors: RNDr. Irena Mlýnková, Ph.D., Martin Nečaský, Ph.D.

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Target audience: developers willing to extend jInfer, specifically alter displaying of automata.

Responsible developer:	Mário Mikula
Required tokens:	org.openide.windows.WindowManager
Provided tokens:	none
Module dependencies:	Base
	JUNG
Public packages:	cz.cuni.mff.ksi.jinfer.autoeditor
	cz.cuni.mff.ksi.jinfer.autoeditor.automatonvisualizer
	cz.cuni.mff.ksi.jinfer.autoeditor.automatonvisualizer.layouts
	cz.cuni.mff.ksi.jinfer.autoeditor.gui.component

1 Introduction

This is an implementation of a <code>AutoEditor</code>. Using JUNG library, it provides an API to display and user interactively modify automata, so the process of inference can be easily made user interactive.

2 Structure

Structure of <code>AutoEditor</code> can be divided into following four main parts.

- API API to display automaton in GUI.
- Base classes Classes providing basic functionality that can be extended and combined to achieve desired visualization of an automaton.
- Derived classes Classes derived from the base classes that are used in existing modules and simultaneously serve as examples.
- Layout creation System of creating Layouts.

First, Layouts and use of base classes to create a visualization of automaton will be described.

2.1 Layout

Layout is a JUNG interface responsible primarily of representation of automaton and positions of its states. JUNG library provides several implementation of Layout interface. However, none of them is convenient for automatic automaton displaying, <code>AutoEditor</code> provides two additional implementations. Layout by <code>Julie Vyhnanovska</code>, used in her master thesis and Layout which is using external <code>Graphviz</code> software. TODO odkazy v predchadzajucej vete.

Class providing creation of Layout instances is named LayoutHelperFactory.

2.1.1 Vyhnanovska Layout

As mentioned above, this Layout was implemented by *Julie Vyhnanovska* as a part of her master thesis. TODO link? It positions automaton states to a square grid. This Layout gives good results for relatively small automata (about 10 states of less) but for larger ones, the results are quite disarranged and confused.

Source codes resides in package cz.cuni.mff.ksi.jinfer.autoeditor.automatonvisualizer.layouts.vyhnanovska.

2.1.2 Graphviz Layout

Graphviz Layout uses *Graphviz*, third-party graph visualization software, to create positions of automaton states. TODO link? To use this Layout, *Graphviz* has to be installed and path to *dot* binary has to be set in options. This Layout gives nice results even on large automata.

Source codes resides in package cz.cuni.mff.ksi.jinfer.autoeditor.automatonvisualizer.layouts.graphviz.

2.1.3 LayoutHelperFactory

2.2 Base classes

Main two classes representing visualization of automaton are Visualizer and AbstractComponent. Visualizer is a graphical representation of automaton and AbstractComponent is a panel (extends JPanel) containing the Visualizer which will be displayed in GUI. TODO obrazok ako AC dedi od JPanelu a obsahuje Visualizer.

2.2.1 Visualizer

Visualizer class extends JUNG VisualizationViewer class, so it provides all its methods and adds support for saving contained automaton to an image file. Responsible methods are saveImage() and getSupportedImageFormatNames(). However, to save an image of automaton it is not necessary to call this methods directly. AutoEditor GUI contains button to save a save an image of displayed automaton. For information on how to to this, see TODO ref.

Constructor has one argument, instance of Layout class. Layout class is described in TODO ref.

TODO obrazok ako Visualizer dedi od VisualizationVieweru a obsahuje Layout.

2.2.2 PluggableVisualizer

Tried Pluggable Visualizer je rozsirenim triedy Visualizer, ktora poskytuje navyse jednoduchy sposob ako zapajat mouse pluginy.

Mouse plugin je trieda JUNGu, ktore rozsiruje moznosti Visualizera o pracu s mysou (vyberanie stavov, zoom, ...). Spomenut uz existujuce pluginy a ref.

TODO obrazok ako PluggableVisualizer dedi od Visualizeru

Metody:

 $add Graph Mouse Plugin () \ set Vertex Label Transformer () \ replace Vertex Label Transformer () \ replace Edge Label Transformer () \$

By default obsahuje 2 pluginy, jeden pre zoom a jeden pre posuvanie canvasu. V pripade potreby je pozne ich odstanit pomocou metod VisualizationVieweru. TODO dopisat.

2.2.3 AbstractComponent

TODO translate

Trieda AbstractComponent je panel v ktorom bude vykresleny automat, presnejsie Visualizer reprezentujuci nejaky automat. Dedi od triedy JPanel, takze poskytuje vsetky jej metody a spravanie. Navyse poskytuje metody setVisualizer() getVisualizer() waitForGuiDone() guiDone() guiInterrupt() guiInterrupted() a abstract metodu getAutomatonDrawPanel()

Purpose tejto triedy je rozsirit ju a poskladat si panel aky sa hodi (tlacitka, napisy, ...) s tym, ze musi obsahovat aspon jeden JPanel, v ktorom bude vykresleny nastaveny Visualizer. Ucel metody getAutomatonDrawPanel() je vratit tento JPanel, aby AutoEditor vedel, kam ma ten Visualizer vykreslit.

Ak je ziadany user interaktivita, je nutne si podporu pre nu zahrnut prave do tejto triedy. Pre viac informacii viz TODO ref.

Visualizer sa nenastavuje v konstruktore z toho dovodu, ze casto je ziaduce, aby sa na rovnakom paneli kreslilo postupne viac roznych automatov. Na to nie je nutne vyrabat novu instanciu, ale staci na jednej instancii volat setVisualizer().

2.3 API

API AE je velmi jednoduche. Trieda AutoEditor poskytuje tieto 3 staticke metody. drawComponentAsync() drawComponentAndWaitForGUI() closeTab()

2.4 Derived classes

Popis tried pouzitych v inych moduloch, ktore sluzia zaroven ako priklad. StatePickingVisualizer StatesPickingVisualizer

2.5 Layout factory

TODO

2.6 **GUI**

TODO

tlacitka

2.7 Preferences

TODO

All settings provided by <code>BasicXSDExporter</code> are project-wide, the preferences panel is in <code>cz.cuni.mff.ksi.jinfer.basicxsd.properties</code> package. As mentioned above, it is possible to set the following.

- Turn off generation of global element types. Turning off this feature is not recommended as it may cause certain problems with validity of resulting XSD. See ??.
- Minimal number of occurrences of element to define its type globally. (Only if generation of global elements is active.)
- Number of spaces in output per one level of indentation.
- Global type name prefix. It is a string which will be inserted before a name of a type, which is derived from element's name. Can be also an empty string. (Only if generation of global elements is active.)
- Global type name suffix. It is a string which will be appended after a name of a type, which is derived from element's name. Can be also an empty string. (Only if generation of global elements is active.)

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