jInfer AutoEditor Module Description

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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 AutoEditor can be divided into following 3 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.

First, base classes and a creation of automaton visualization will be described.

2.1 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.

2.1.1 Visualizer

TODO translate

Trieda Visualizer dedi od JUNGoveho VisualizationViewer, takze poskytuje vsetky jeho metody a navyse podporu pre ulozenie automatu do obrazku - metody saveImage() a getSupportedImageFormatNames(). Pre ulozenie obrazku vsak tieto metody nie je nutne volat, pretoze AutoEditor GUI obsahuje tlacitko na ulozenie prave vykresleneho automatu do obrazku (viz dalej).

Constructor method bere ako argument instanciu triedy Layout. Viac informacii o tejto triede a jej pouzitie v kapitole TODO ref.

TODO obrazok ako Visualizer dedi od VisualizationVieweru a obsahuje Layout.

2.1.2 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().

2.2 API

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

2.3 Derived classes

StatePickingVisualizer StatesPickingVisualizer

2.4 **GUI**

TODO

tlacitka

2.5 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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