

rootJS - Pflichtenheft

For Software Engineering Practice

Christoph Wolff, Maxi Frh, Sachin Rajgopal, Christoph Haas, Jonas Schwabe, Theo Beffart | December 9, 2015

STEINBRUCH CENTER FOR COMPUTING



- 1 System Model
 - Initialization
 - Call a feature

- 2 Section 2

- Expose all
 - Global variables
 - Global functions
 - Classes
- Each are bound to corresponding proxy methods
- An object which members are the exposed features is being passed to node

Names

- Functions and classes have the same name as in Root
- Global variables can be called using `Get[Variable]` and `Set[Variable]` methods

- Expose all
 - Global variables
 - Global functions
 - Classes
- Each are bound to corresponding proxy methods
- An object which members are the exposed features is being passed to node

Names

- Functions and classes have the same name as in Root
- Global variables can be called using `Get[Variable]` and `Set[Variable]` methods

- Expose all
 - Global variables
 - Global functions
 - Classes
- Each are bound to corresponding proxy methods
- An object which members are the exposed features is being passed to node

Names

- Functions and classes have the same name as in Root
- Global variables can be called using `Get[Variable]` and `Set[Variable]` methods

- All features in node are mapped to a proxy method that will be called
- The proxy method will eventually call a root function and pass the result to our ObjectFactory
- By looking at the object type an corresponding v8::Handle will be generated and returned to node
 - If the result is an object this will be done recursively

- All features in node are mapped to a proxy method that will be called
- The proxy method will eventually call a root function and pass the result to our ObjectFactory
- By looking at the object type an corresponding v8::Handle will be generated and returned to node
 - If the result is an object this will be done recursively

- All features in node are mapped to a proxy method that will be called
- The proxy method will eventually call a root function and pass the result to our ObjectFactory
- By looking at the object type an corresponding v8::Handle will be generated and returned to node
 - If the result is an object this will be done recursively

Example 1

- Bullet point 1
- Bullet point 2
- ...

Example 1

- Bullet point 1
- Bullet point 2
- ...

Example slide D

Alert 1

- Bullet point 1
- Bullet point 2
- ...

Alert 1

- Bullet point 1
- Bullet point 2
- ...

References I