

S23M

React Model Editor

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# User Interface

## Main View

Upon Accessing the webpage or loading a new File, you will be Presented with the following interface.

[Image of UI with numbers]

1. File menu
2. Semantic Editor
3. Selected Graph
4. Zoom out
5. Zoom in
6. Undo
7. Redo
8. Help button
9. Select Tool
10. Vertex Tool
11. Edge Tool
12. Treeview
13. Canvas

# Tree View

## Elements

{image of tree with each element}

The treeview Contains 4 types of objects, Packages, Graphs, Vertex’s and Edge’s.

A Package is a container object that can be used to store other objects in the treeview, including other packages.

A Graph is a displayable object that stores canvas objects (see Canvas)

A (Tree) Vertex is container object that can be drawn onto a graph, is the Origin of any drawn vertices. The Vertex icon will change between and orange square or an open folder icon depending on if the vertex it contains elements or not respectively.

An Edge is a relation between two Vertices that has been drawn within a graph. The icon next to the Edge name represents the relation type of the source and destination.

## Creating/Deleting Elements

Tree view elements can be created through the context menu by right clicking on the desired parent container object and selecting “Add Package”, “Add Graph” or “Add Vertex”.

[image of a context menu with these objects]

You will then be prompted to name this new object, and upon hitting enter the new object will be created under the chosen container.

To delete an Element right click the element you wish to delete and select “Delete [Element]” from the context menu. This will prompt you do double check you wish to delete the chosen item, and upon selecting yes will delete said element and all of its dependents From the tree view and any graphs.

## Other functionality

To rename an element, right click on the element and Select rename. Type the new name and hit enter.

## Root

Root is a special package in that it isn’t a real package and is only used as the top level to store packages. Therefore you can only created Packages in root, and cannot rename or delete Root.

# The Canvas

The canvas is used to display and allowing editing of a Graph.

The two elements that can be drawn with the canvas are Vertex’s and Edge’s.

## Creating Elements

Vertex’s Can be Drawn on the Canvas in two ways, from an already existing vertex in a Package, or Created fresh on the canvas.

To Place an existing Vertex onto the canvas, simply drag and drop it from the Treeview onto the canvas. This will create a copy of the vertex stored in the tree. These vertex’s will be semantically Linked. Ie. Dragging and dropping the same vertex onto two graphs will both have the same Semantic Identity.

When a Vertex is created on the graph from a different package, The vertex will appear white with its parent package in the vertex name.

To create a new Vertex directly on the canvas, Select the vertex tool and click on the canvas where you would like to create the Vertex. This new Vertex will initially be named “Drawn Vertex” and its origin Vertex will be created in the package of the currently selected graph.

## Element Properties

## Other functionality

# Semantic editor

# Navigation

# Undo/Redo

# Saving and Loading