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I redesigned the layout for the buttons. There are fewer options and it looks cleaner. There are three big buttons in a column. They are the three basic gestures: left, neutral, and right. The text label in the corner displays the current gesture. When initialized, the directory is displayed as “None.” When there is a gesture selected, the current gesture is displayed. For example, in the second image, the selected gesture is displayed as neutral. Since I don't have a complex GUI for the program that is responsible for detection and simulating keyboard action, I completely finished the GUI component for my project.

I faced some difficulties regarding the layout and calling functions with buttons. When binding a function to a button, I have to use “command=self.right.” Right(self) is a method for the class. It was weird that there were no parentheses. Initially, I had “()” when binding function to buttons. I fixed the issue.

Last week, I was tried to use pack() to make all the buttons and text fit inside the window. However, the spacing got really messed up. Reading through the API page didn’t help that much. I couldn’t visualize the effects described on the page. After looking through some example codes online, I discovered that padding x and y made all the texts fit in the window. Using the options side = top and side = left made the buttons appear the way I wanted it to. I reserved a button for closing the program, but I’m not sure if it’s actually necessary. I was planning to make a button to delete all the photos in a folder, but it doesn’t make much sense. Most of the times, when people mess up, it’s better to delete the bad images individually. Having a button to remove all the images in a folder might cause bad things to happen when people get curious or misclick. So I decided to remove the clear gesture button.



