Document Instance Reference Jan. 14, 2024

Document instances are generated from document templates based on a fully generated set of variable values.

Document instances may contain inputs which acta as variable values and can react to changes in input values by updating document instance objects (say, updating a graph as the user enters an expression in x), or moving a framed animation to a different frame, or starting or stopping playback, etc. However, these are all declarative and fixed in the document instance – updates such as these are handled within the renderer, not within the document itself.

Document instance structures are designed to support web-based presentation via HTML, SVG, MathML, and ECMAScript, or can generate PDF versions of content. Styling is aligned with CSS but rather than allow every element to have every property, document instance objects only allow the properties that affect their presentation or behavior.

When used in the content of a question, document content will be emitted within an HTML form, with a submit button to trigger processing, and changes to input values will be reflected in corresponding form input values.

When used as a solution, block of instructions, or other non-question text, inputs may still be included, and entries can still affect other document elements or trigger scripts, but data will not be submitted (a page refresh will return state to its original value).

Element summary:

DocColumnInst  
 HTML: <div>

DocHeading  
 HTML: <h#>

DocBlockInst  
 HTML: <p>, <div>

DocHRuleInst  
 HTML: <hr>

DocPreInst  
 HTML: <pre>

DocListInst  
 HTML: <ol>, <ul>

DocListItemInst  
 HTML: <li>

DocDetailsInst  
 HTML: <details>

DocSummaryInst  
 HTML: <details>

DocFigureInst  
 HTML: <figure>

DocFigCaptionInst  
 HTML: <figcaption>

DocEmInst  
 HTML: <em>

DocStrongInst  
 HTML: <strong>

DocSmallInst  
 HTML: <small>

DocQuoteInst  
 HTML: <q>

DocDfnInst  
 HTML: <dfn>

DocAbbrInst  
 HTML: <abbr>

DocVarInst  
 HTML: <var>

DocSpanInst  
 HTML: <span>

DocHSpaceInst  
 HTML: <span>

DocImageInst  
 HTML: <image>

DocVideoInst  
 HTML: <video>

DocAudioInst  
 HTML: <audio>

DocTableInst  
 HTML: <table>

DocDrawingInst  
 SVG: <svg>

Doc3DModelInst  
 HTML: <canvas>

DocSymbolPaletteInst  
 HTML: (custom)

DocFieldsetInst  
 HTML: <fieldset>

DocLabelInst  
 HTML: <label>

Math element summary:

DocMathInst  
 MathML: <math>

MathIdentifierInst  
 MathML: <mi>

MathNumberInst  
 MathML: <mn>

MathOperatorInst  
 MathML: <mo>

MathTextInst  
 MathML: <mtext>

MathRowInst  
 MathML: <mrow>

MathFractionInst  
 MathML: <mfrac>

MathRadicalInst  
 MathML: <msqrt>, <mroot>

MathSpanInst  
 MathML: <mstyle>, <mpadded>

MathPhantomInst  
 MathML: <mphantom>

MathRelOffsetInst  
 MathML: (various)

MathFencedInst  
 MathML: <mfenced>

MathEnclosedInst  
 MathML: <menclosed>

MathTaabularInst  
 MathML: <mtable>

MathStackInst  
 MathML: <mstack>

MathLongDivInst  
 MathML: <mlongdiv>

MathSpaceInst  
 MathML: <mspace>

Input element summary:

InputIntegerInst (Long)  
 HTML: <input type='number'>

InputDecimalInst (Double)  
 HTML: <input type='number'>

InputStringInst (String)  
 HTML: <input type='text'>

InputTextInst (Span)  
 HTML: <textarea>

InputRadioButtonInst (Long)  
 HTML: <input type='radio'>

InputCheckboxInst (Long)  
 HTML: <input type='checkbox'>

InputSelectInst (Long)  
 HTML: <select>

InputExpressionEntryInst (Epxr)  
 HTML: (custom)

InputFunctionSketchInst (RealVec)  
 HTML: <canvas>

InputMathStepsInst (???)  
 HTML: (custom)

InputFileUploadInst (???)  
 HTML: (custom)

Output element summary:

DocOutputInst  
 HTML: <output>

DocProgressInst  
 HTML: <progress>

DocMeterInst  
 HTML: <meter>

DocRenderedExpressionInst  
 MathML: <math>

DocScriptInst  
 HTML: <script>

Drawing primitive summary:

PrimGroupInst  
 SVG: <g>

PrimLineInst  
 SVG: <line>

PrimCircleInst  
 SVG: <circle>

PrimEllipseInst  
 SVG: <ellipse>

PrimRectangleInst  
 SVG: <rect>

PrimPolylineInst  
 SVG: <polyline>

PrimPolygonInst  
 SVG: <polygon>

PrimPathInst  
 SVG: <path>

PrimArcInst  
 SVG: <path>

PrimFunctionGraphInst  
 SVG: <path>

PrimTextInst  
 SVG: <text>

PrimTextSpanInst  
 SVG: <tspan>

PrimTextPathInst  
 SVG: <textPath>

PrimRasterInst  
 SVG: <image>

PrimSpanInst  
 SVG: (custom)

PrimProtractorInst  
 SVG: (custom)

PrimRulerInst  
 SVG: (custom)

PrimAxes  
 SVG: (custom)

Other elements:

DocAccessibilityControls  
 HTML: Custom

In general, when a user enters a value in an input, the input value is stored in a form variable for submission, but other elements can react in real-time. The value can be stored (perhaps after some calculation) in attributes or properties of document elements or named script functions can be triggered. For example, a user-entered value can update a graphed function, the visible window represented in a graph, or elements can be made visible or hidden, or enabled/disabled. This mechanism is leveraged by the accessibility controls element to toggle between multiple available representations of content.

Compound CSS Property Values

There are many sets of CSS properties that are related and always supported as a group, such as font specifications, border or padding parameters, line styles, etc. Rather than make every object implement each property, we provide compound objects to contain related properties.

**BackgroundSpec**

* background-color (**Color**, as a name or as a numeric or functional specification)
* background-image (**URI**)
* background-position-x (**Percentage**)
* background-position-y (**Percentage**)
* background-repeat-x (**Boolean**)
* background-repeat-y (**Boolean**)

**BorderSpec**

* border-top-color (**Color**, as a name or as a numeric or functional specification)
* border-right-color (**Color**, as a name or as a numeric or functional specification)
* border-bottom-color (**Color**, as a name or as a numeric or functional specification)
* border-left-color (**Color**, as a name or as a numeric or functional specification)
* border-top-style (**enumerated** border style value)
* border-right-style (**enumerated** border style value)
* border-bottom-style (**enumerated** border style value)
* border-left-style (**enumerated** border style value)
* border-top-width (**enumerated** border width value or a **Length**)
* border-right-width (**enumerated** border width value or a **Length**)
* border-bottom-width (**enumerated** border width value or a **Length**)
* border-left-width (**enumerated** border width value or a **Length**)
* border-top-left-radius (**Length** or **Percentage**)
* border-top-right-radius (**Length** or **Percentage**)
* border-bottom-right-radius (**Length** or **Percentage**)
* border-bottom-left-radius (**Length** or **Percentage**)
* outer-shadow-color (**Color**, as a name or as a numeric or functional specification)
* outer-shadow-h-offset (**Length**)
* outer-shadow-v-offset (**Length**)
* outer-shadow-blur-radius (**Length**)
* outer-shadow-spread-distance (**Length**)
* inner-shadow-color (**Color**, as a name or as a numeric or functional specification)
* inner-shadow-h-offset (**Length**)
* inner-shadow-v-offset (**Length**)
* inner-shadow-blur-radius (**Length**)
* inner-shadow-spread-distance (**Length**)
* outline-color (**Color**, as a name or as a numeric or functional specification)
* outline-style (**enumerated** border style value)
* outline-width (**enumerated** border width value or a **Length**)

**BoxSpec**

* margin-top (**Length**)
* margin-right (**Length**)
* margin-bottom (**Length**)
* margin-left (**Length**)
* padding-top (**Length**)
* padding -right (**Length**)
* padding -bottom (**Length**)
* padding -left (**Length**)

**TextSpec**

* font-family (**enumerated** font family)
* font-weight (**enumerated** font weight value)
* font-stretch (**enumerated** font stretch value)
* font-style (**enumerated** font style value)
* font-size (**enumerated** absolute or relative size or a **Length** or a **Percentage**)
* font-size-adjust (**Double**)
* line-height (non-negative **Double** or a **Length** or **Percentage**)
* text-align (**enumerated** text align value)
* text-decoration (set of **enumerated** text decoration values)
* white-space (**enumerated** white space value)
* letter-spacing (**Length**)
* word-spacing (**Length**)

Input Elements

We begin with the input elements since user interactions with these elements can potentially affect all other elements in the document.

InputIntegerInst : AbstractInputFieldInst

This input is presented in HTML as an <input> element, with validation set to allow only integers. Users can enter a leading + or – sign followed by digits.

Attributes:

* min (**Long**)
* max (**Long**)
* step (**Long**)
* treat-empty-as (**Long**, value to use when the user does not enter a value)
* treat-minus-as (**Long**, value to use if the user enters just a minus sign)
* treat-plus-as (**Long**, value to use if the user enters just a plus sign)

Accessibility:

* The field participates in the form's "tab sequence" for keyboard-based access to field focus.
* Users who can operate a keyboard can type a value directly.
* Users with speech-to-text could speak content to enter content into the field.
* The field has the ARIA role "spinbutton" to allow users who cannot type numbers to use larger buttons mapped to right/up arrows to increase by one step, left/down arrows to decrease by one step, page up and page down to increase or decrease by larger steps, and home or end buttons to jump to the range bounds.
* Care should be taken by authors not to make ranges too large to effectively enter values with this system.
* The DocAccessibilityControls element will automatically provide a switch to convert this field into a series of separate entry fields, one for a leading sign, and one for each possible digit, allowing users to spin each digit independently.

InputDecimalInst : AbstractInputFieldInst

This input is presented in HTML as an <input> element that supports entry of a decimal value, with a set number of "meaningful" decimal places after the radix. Users can enter a leading + or – sign followed by digits and (at most) one decimal point. Scientific notation is supported.

Attributes:

* min (**Double**)
* max (**Double**)
* decimal-places (**Integer** number of positions after the radix that are meaningful)
* allow-pos-inf (**Boolean**)
* allow-neg-inf (**Boolean**)
* treat-empty-as (**Double**, value to use when the user does not enter a value)
* treat-minus-as (**Double**, value to use if the user enters just a minus sign)
* treat-plus-as (**Double**, value to use if the user enters just a plus sign)

Accessibility:

* The field participates in the form's "tab sequence" for keyboard-based access to field focus.
* Users who can operate a keyboard can type a value directly.
* Users with speech-to-text could speak content to enter content into the field.
* The field has the ARIA role "spinbutton" to allow users who cannot type numbers to use larger buttons mapped to right/up arrows to increase by one step, left/down arrows to decrease by one step, page up and page down to increase or decrease by larger steps, and home or end buttons to jump to the range bounds.
* Care should be taken by authors not to make ranges too large to effectively enter values with this system.
* The DocAccessibilityControls element will automatically provide a switch to convert this field into a series of separate entry fields, one for a leading sign, and one for each possible digit, with the radix shown in place, allowing users to spin each digit independently.

InputStringInst (String)  
 HTML: <input type='text'>

InputTextInst (Span)  
 HTML: <textarea>

InputRadioButtonInst (Long)  
 HTML: <input type='radio'>

InputCheckboxInst (Long)  
 HTML: <input type='checkbox'>

InputSelectInst (Long)  
 HTML: <select>

InputExpressionEntryInst (Epxr)  
 HTML: (custom)

InputFunctionSketchInst (RealVec)  
 HTML: <canvas>

InputMathStepsInst (???)  
 HTML: (custom)

InputFileUploadInst (???)  
 HTML: (custom)

AbstractInputFieldInst : AbstractInputInst

The base class for inputs that present themselves to the user as a field that they can type into. This base class stores font and display-related attributes that control field presentation.

Attributes:

* text-spec (**TextSpec**)
* background-spec (**BackgroundSpec**)
* border-spec (**BorderSpec**)
* box-spec (**BoxSpec**)
* placeholder (**String** text to show when no value has been entered)

AbstractInputInst : AbstractDocObjectInst

The base class for all inputs. This base class stores information needed to submit input values, and to trigger actions on value changes.

Attributes:

* name (**String** form variable name under which input value will be submitted)
* disabled (**Boolean**)
* readonly (**Boolean**)
* required (**Boolean**, indicating form cannot be submitted without a value entered)