User Interface

unspecified.

Software Interface

each App object must have a constructor that conforms to the following interface (including class name "App")

```
function App(divobject,uuid,parent){
  //
  // App
  //
  // divobject: the div tag into which the App can put UI elements.
  // uuid: The UUID of the device associated with this app
  // parent: the dashboard that launched it

  //... code here

}


App.prototype.start = function () {
  // Starts the app, runs all initialization code, and updates
  // the display.
  // This should only be called once per app instance.
}
App.prototype.update = function () {
  //updates the apps display
}
App.prototype.stop = function () {
  //stops the app and tears down anything browser code that needs
  // to be running for the app to function.
  // This is typically called right before the app closes but is
  // not guaranteed to be called (eg in the event the browser is
  // closed)
}
App.prototype.setInterval = function (interval) {
  //sets the update interval for the app.
}
```