

User Interface ()

Function

The user interface is the window¹ through which the USER (!) interacts with the rest of the system. One can immediately think of three ways in which this interaction could take place:

1. A command line interpreter a la UNIX/DOS/VMS etc.
2. A GUI, for example one could imagine a tool not unlike explorer in order to look at the objects within the event data store (via the event data server ofcourse).
3. An interactive (as opposed to passive) event display. Here selecting objects via clicking is an operation which could act on objects, services or algorithms within the framework.

From the UI one would like to be able do at least the following:

1. Get the next event.²
2. Create some objects.
3. Make a selection of objects from a container.
4. Run an algorithm.
5. Modify the parameters of an algorithm.
6. Make use of a service.
7. From a command line UI instantiate a passive (i.e. non-interactive) event display.

Interfaces

There are two types of interface in the UI.

1. The interface that the user interacts with. This is completely unspecified, and is completely under the control of the builder of any specific UI.
2. The interface between the UI component and the rest of the framework. This is what must be specified concretely and must be adhered to exactly by all concrete UIs. I have no idea what it looks like.

Dependencies

Application Manager. Most probably instantiates the UI.

Event data service. Access to data will be essential for all UIs.

Many other services. From the UI a user may wish to use any number of services, and maybe event instantiate new ones. However this is probably done via the Application Manager.

Hmmm

1. Maybe one must specify what interfaces the UI knows about as much as the interface that it exposes.

1. This is absolutely not meant in the sense of an X-window etc. It is meant in the sense of “a hole in a wall”.

2. One could imagine that a program running in batch has a “UI” which is a piece of compiled code which just does getNextEvent().

2. In some sense the UI has the main loop at least some of the time.