#### n2013

#### Uniface 10 IDE Under the hood

Gerton Leijdekker Software Architect Amsterdam Lab



- Requirements
- Design principles
- Technology
- Architecture
- Architecture View Containment
- Architecture Data Views
- Architecture Text Entry



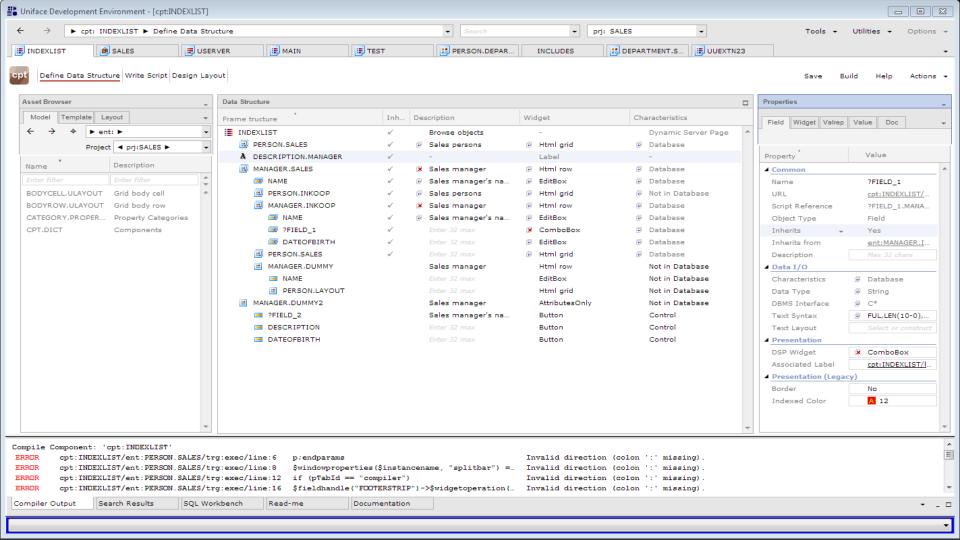
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## Requirements

- Out of the box
- Not limited by technology
- Task driven
- Responsive
- Familiar
- Source control integration
- Platform (Desktop, Cloud)



# Feature & UI Design Phase

- Browser like navigation (U-bar)
- Multiple editors simultaneously (non-modal, tabs)
- Task-driven worksheets
- Property Inspector
- Auto completion (code, properties, ...)
- Source based layout editor



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# Normalize Objects

#### Principal Development Object == Editor:

- Component (Entities, Fields, Labels, Variables)
- Entity (Subtypes, Fields, Keys, Relationships)
- Start-up Shell
- Include Library (Include Procs)
- Message Library (Messages)
- Variable Library (Variables)
- •



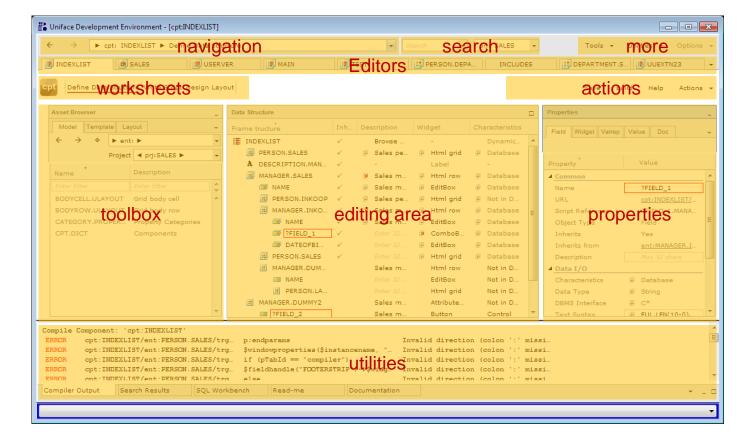
### Normalize editors

#### Task driven Worksheets:

- Component Editor:
   Define Structure | Write Script | Design Layout
- Entity Editor:
   Define Structure | Define Keys | Create Relationships | Write Script
- Include Library Editor:
   Write Script
- •



# Normalize Layout



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## Technology: Rebuild in Uniface

#### Arguments pro:

- Dog food
  - new/improved features
  - Hi focus on usability (short cycle between designer and user)
- Available skill set
- Compatible repository
- No dependency on third party environment

#### Arguments cons:

- No integrated environment with other technologies
- No external communities



# GUI Technology: HTML

#### Arguments pro:

- Rich and flexible (HTML5 + CSS3)
- Presentation-logic split
- Unlimited possibilities
- Future proof

#### Arguments cons:

- Additional backlog
  - New component type
  - New widget set
- Unknowns (risk)
- Unlimited possibilities take time

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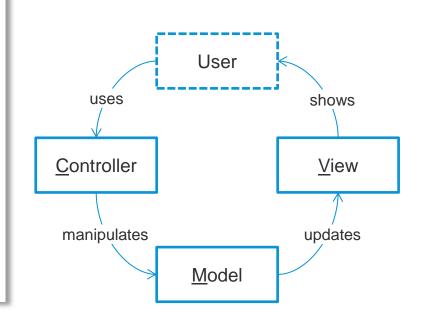


# Component based

- Runtime reuse of (form) components
- Improve maintainability
  - No generation framework
  - Avoid code generation
  - Reduce the amount of boilerplate code
  - Avoid component templates
- Compose layout out of multiple Form components

#### MVC

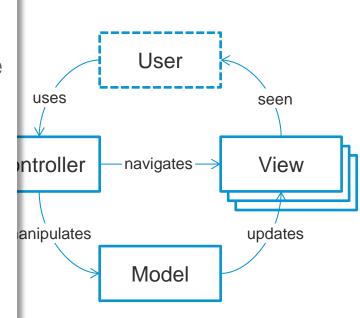
- Model == Database
  - Component Data Structure
- View == Form
  - Shows data from Model in a for View specific way
- Controller == Triggers & Code
  - Updates data



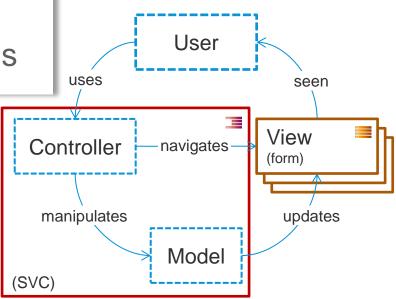


## Multiple Views in MVC

- 1 Model
  - Component Data Structure of 1 Service
- 1 Controller?
  - 1 navigation controller
  - 1 manipulation controller
- Multiple Views
  - Show data in View specific way



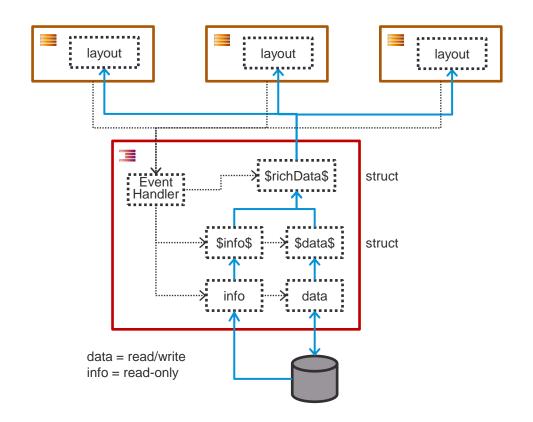
- Model + Controller → Service
- Multiples Views → Multiple Forms



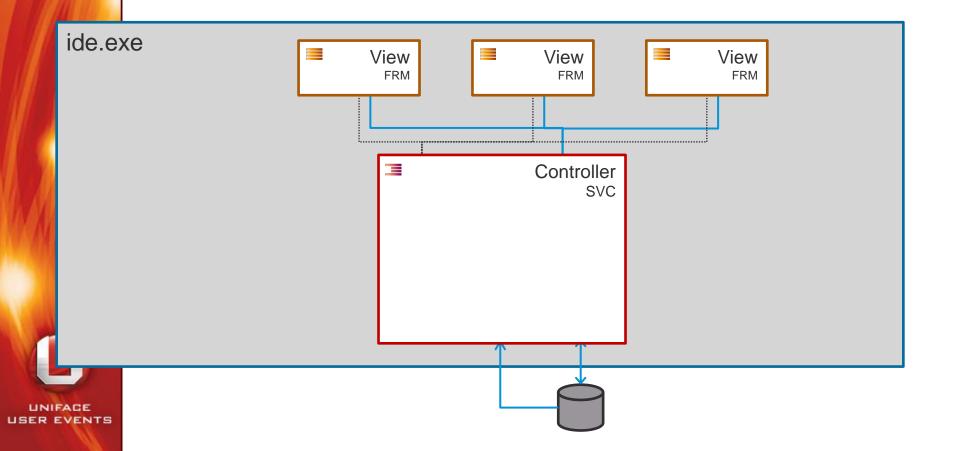


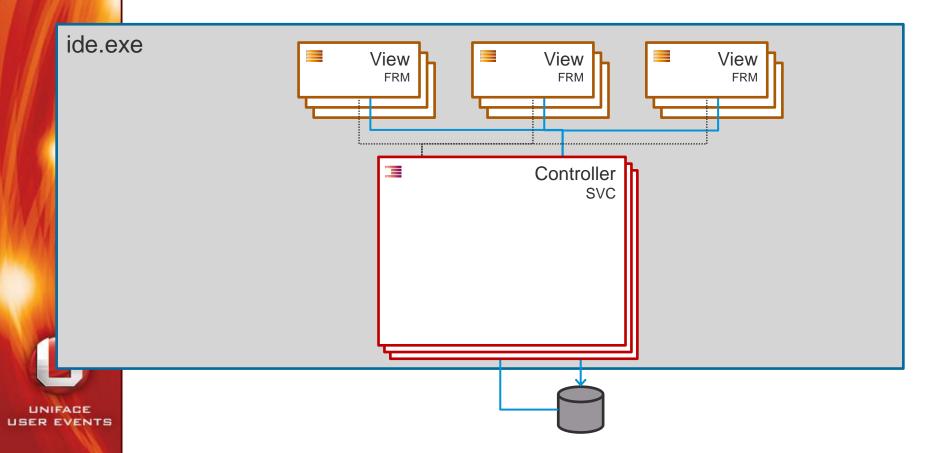


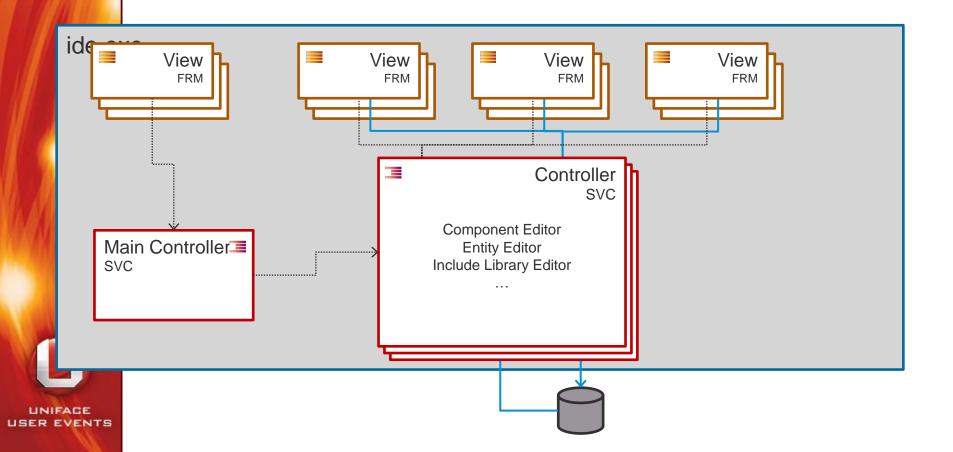








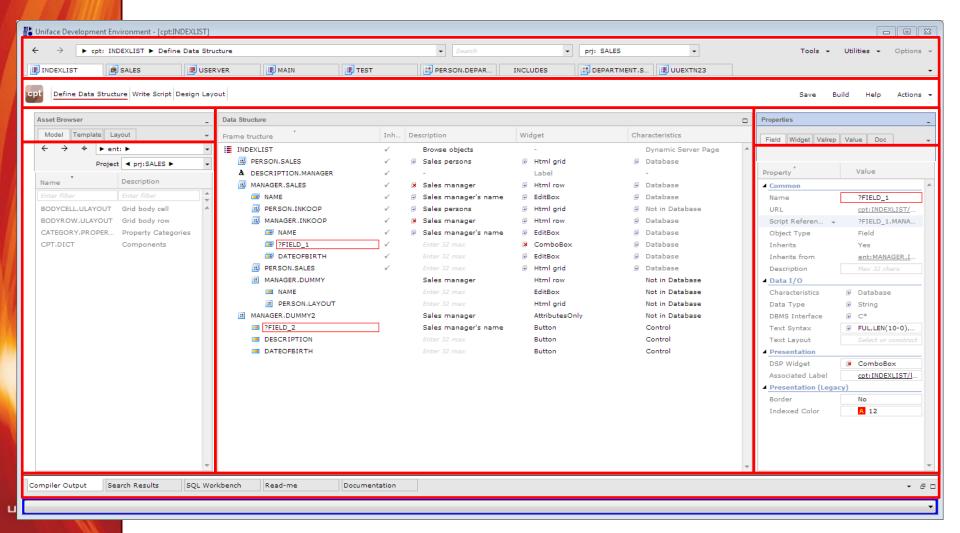


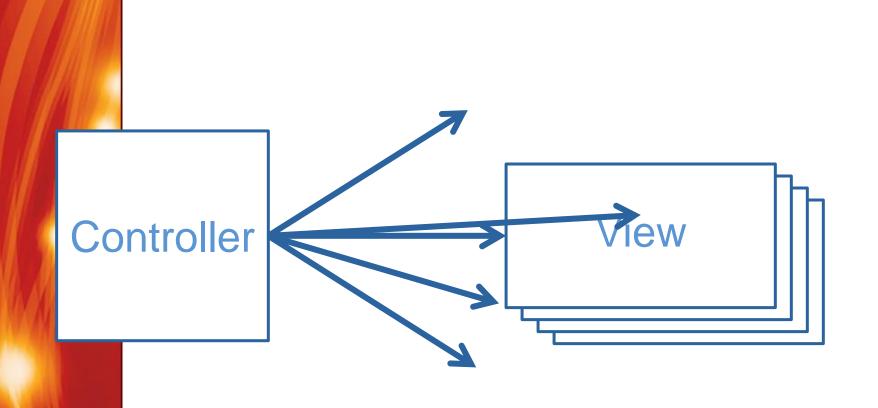




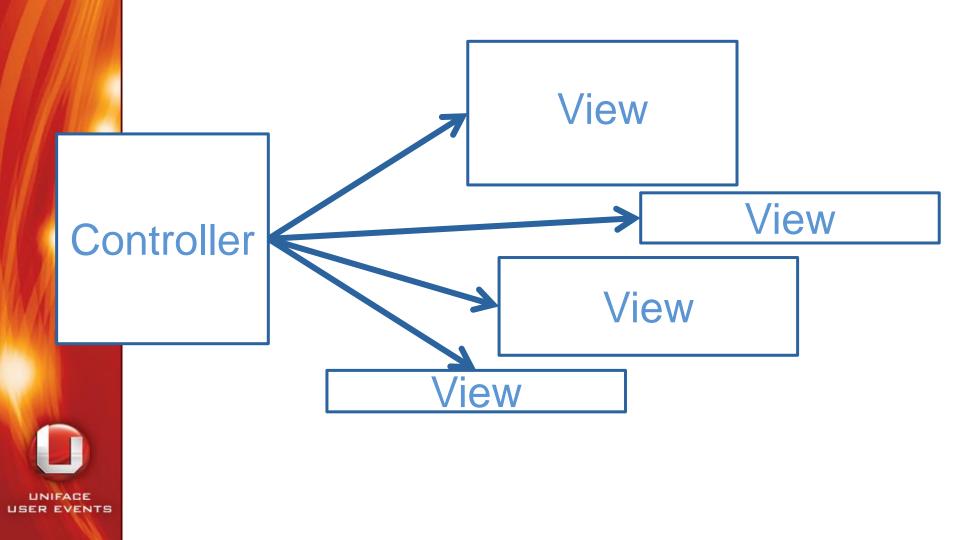
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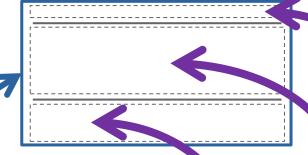










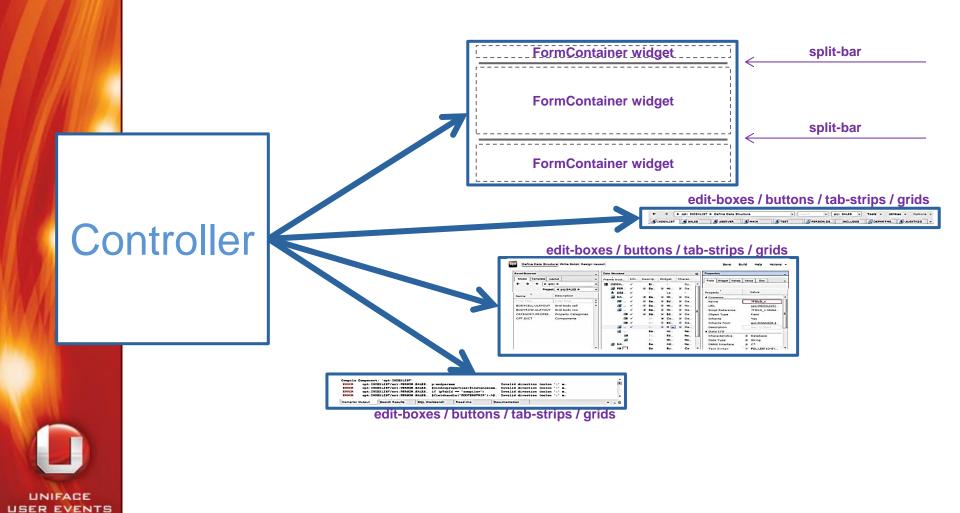


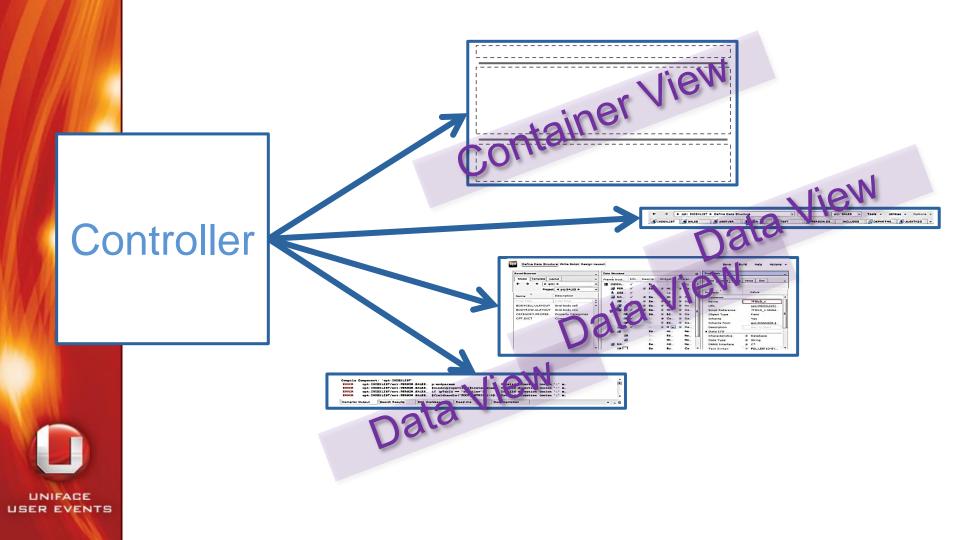
#### Controller

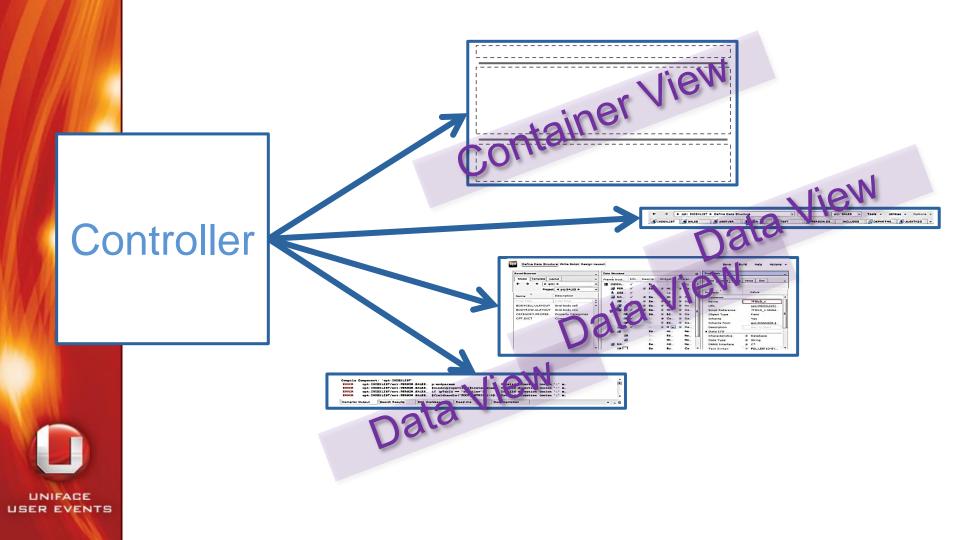


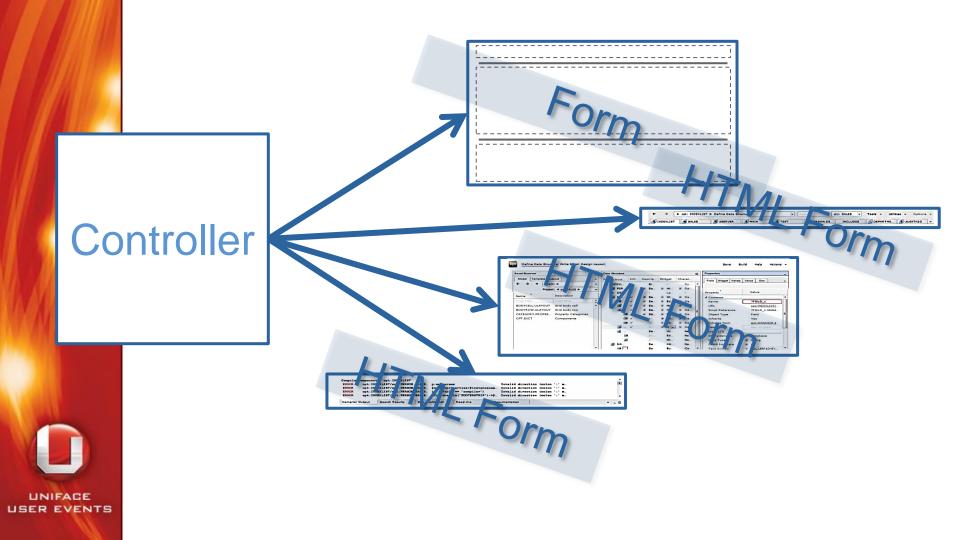




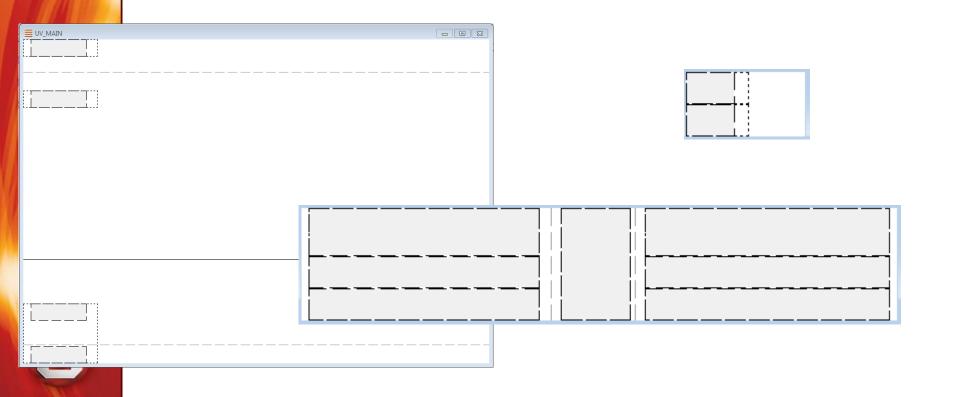








## Container Views: Form





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#### Data Views: HTML Form NEW

- HTML Form component
  - Window, caption, contained, secondary, ...
  - Paint canvas → HTML canvas
  - Native Windows widgets → HTML widgets
  - Paint Tableau → HTML Editor
- Presentation logic split (id-based binding style)
- Share JavaScript/HTML-runtime with DSPs
- Connected + stateful (implicit websave/webload)
- Shares HTML rendering engine with HTML Widget

## HTML Controls

- HTML 5 controls set
- AttributesOnly (Field and Occurrence level)
- StaticText
- RawHTML
- Picture
- •







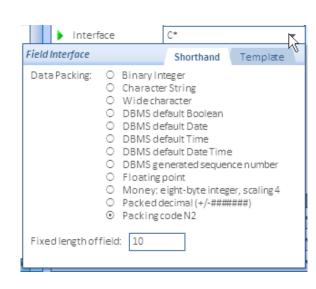
- Custom set of static controls (build in HTML/4GL)
- Look like widgets
   (Combobox, Tabstrip, Button, Editbox, Grid cell, Column heading)
- Show static text only + Mouse-clickable areas
- All repetition done with occurrences (no valreps)





## Popup/Dropdowns

- Separate HTML Popup Forms
- Started on demand
- Reusable
- No proactive distribution of info
- Allows for any fancy layout
- Allow nested tabs, cascading /popup/dropdowns, edit boxes, etc...



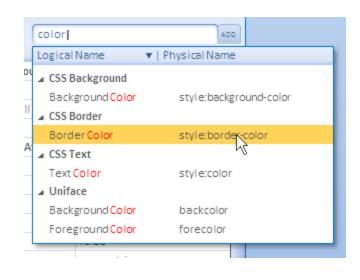


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- Text entry is a separate Popup Form
- Started on demand
- Only one!
- No (pre) distribution of field syntax
- Functional rich
- Contains 1x Advanced Text Entry Box







## Advanced Text Entry box

- Sort of super ProcBox (Scintilla / Notepad++)
- Syntax highlighting, code folding, line numbers, ...
- Code completion dropdown
- Syntaxes: Proc, JavaScript, HTML, CSS, Properties,
   ...
- Used for ALL text entry:
  - Single-line Prop Value entry
  - Multi-line Code Editbox
  - Search box, U-Bar

# Summary

- Requirements
- Design principles Normalize
- Technology Uniface, HTML Forms
- Architecture Component based, MVC
- Architecture View Containment, FormContainer, Popup
- Architecture Data Views, HTML Forms
- Architecture Text Entry, Notepad++, Code Box





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UNIFACE USER EVENTS

### Uniface 10 IDE Under the hood

UNIFACE 9.6

UNIFACE 10

Q&A

MODERNIZATION

