

# ApCoCoA - Feature #1328

## New ApCoCoA UI

07 Oct 2019 18:10 - John Abbott

<b>Status:</b>	New	<b>Start date:</b>	07 Oct 2019
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	10%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	3.05 hours
<b>Description</b>			
The old ApCoCoA UI (based on Eclipse/Java8) no longer works on more recent versions of GNU/Linux.  Implement a new UI, with more or less the same behaviour.  Task entrusted to Nguetsa.			
<b>Related issues:</b>			
Related to ApCoCoA - Design #1340: Interactive window and history mechanism		<b>New</b>	<b>16 Oct 2019</b>
Related to ApCoCoA - Feature #1354: ApCoCoA: separate window for manual		<b>New</b>	<b>29 Oct 2019</b>
Related to ApCoCoA - Design #1357: How to connect GUI to cocoa5 executable?		<b>New</b>	<b>30 Oct 2019</b>

### History

#### #1 - 09 Oct 2019 19:33 - John Abbott

What characteristics of the new UI must be tested?

Here is a list: probably each entry here will correspond to a new separate issue (or perhaps more than one)

- access to CoCoA and ApCoCoA online manual (in separate window)
- handle large outputs gracefully (e.g. long lines and/or many lines)
- clearing all or part of the output window
- editable windows for typing in CoCoA commands and function definitions
- execution of commands from a window (or from a selected region of a window)
- error messages giving helpful indication of where the error was found
- saving to a file, reading from a file into a window
- cocoa5 command line parameters? e.g. --allow-system-cmd

#### #2 - 09 Oct 2019 19:36 - John Abbott

Next meeting with Nguetsa: Wed 16th Oct, at 14:00.

Intro to redmine; plan for next 2 weeks. New version of cocoa5. Initial set of tests.

#### #3 - 11 Oct 2019 15:18 - John Abbott

Here are the main features of the UI which Martin wants to preserve:

- allow cut-and-paste of arbitrarily large text blocks
- allow cut-and-paste from any window to any other window
- allow several source windows to be open simultaneously (switch between them using tabs)
- source window may(must?) be associated to a file
- syntax highlighting in source windows (**low priority**)
- files are stored in different "projects" (a proj is just a directory)
- have a window listing projects, and able to show files in a project (each file may be opened into a new source window)

- send contents of a source window to the execution window
- execution window must handle well large outputs and long lines (*e.g.* > 1Mbyte long)
- have an interactive window with history mechanism
- separate window for man pages

Probably some more.

#### **#4 - 16 Oct 2019 14:39 - John Abbott**

- *Related to Design #1340: Interactive window and history mechanism added*

#### **#5 - 16 Oct 2019 14:58 - John Abbott**

##### **2019-10-16 Current state**

Klaus summarises the current state as follows:

- early prototype
- JAA confirms that UI works with an interactive window and separate output window
- syntax highlighting is active in windows associated to CoCoA input

#### **#6 - 29 Oct 2019 11:30 - John Abbott**

- *Related to Feature #1354: ApCoCoA: separate window for manual added*

#### **#7 - 30 Oct 2019 11:02 - John Abbott**

- *Related to Design #1357: How to connect GUI to cocoa5 executable? added*

#### **#8 - 31 Oct 2019 11:17 - John Abbott**

Next meeting is 2019-11-21 at 11:00.

AIM: **get interactive window and history mechanism working.**

#### **#9 - 04 Dec 2019 17:15 - John Abbott**

- *% Done changed from 0 to 10*

Meeting today (2019-12-04).

Nguetsa reports: Interface is working, and history mechanism too. Also interfaces well with CoCoA-5.