ApCoCoA - Design #1357

How to connect GUI to cocoa5 executable?

30 Oct 2019 11:02 - John Abbott

Status:	New	**Start date:**	30 Oct 2019
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:		**Spent time:**	0.30 hour

Description

The GUI needs to start a separate process for CoCoA-5, and then be able to send inputs to CoCoA-5, and receive outputs from CoCoA-5.

How should this be done (in a portable way)?

Related issues:

Related to ApCoCoA - Feature #1328: New ApCoCoA UI	**New**	**07 Oct 2019**

History

#1 - 30 Oct 2019 11:02 - John Abbott

- Related to Feature #1328: New ApCoCoA UI added

#2 - 30 Oct 2019 11:06 - John Abbott

I wonder how this was achieved with CoCoA-4.

I do not believe that we implemented any special in CoCoA-4 to enable it; I/O was simply through standard input and standard output.

Yet, I do recall that at least one GUI for CoCoA-4 seemed to know when CoCoA was computing, and when it had finished. How did it know that? Could the old ApCoCoA GUI do this too?