

Building GUIs

Lean versus Big Builders

Marc Eaddy
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Windowing systems

- Apple Macintosh
- X Windows/Unix
- Microsoft Windows
- others...

GUI building technologies

- Systems level programming
- Tcl/Tk
- GUI frameworks
- Component-oriented development
- Graphical GUI tools
- Composite applications
- Compound documents & containers
- Web pages

X Windows/UNIX Programming

X Windows/Unix

- X Windows system programming (C/C++)
- Motif framework (widgets, APIs)
- Java
- Tcl/Tk

Tcl/Tk (circa 1988)

- Created by Dr. John Ousterhout originally to control CAD tools
- Scripting language (glue) for building GUIs
- Interpreted = Rapid prototyping
- Inefficient = Slow
- Type-less = Flexible
- Faster to develop and requires less code than using a system programming language

Tcl/Tk cont'd

- Tcl (Tool Command Language) ("tickle") is the scripting language
- Tk is a graphical toolkit (widgets, buttons, labels, etc.)
- Wish is a windowing shell for Tcl
- Wish interprets Tcl to build graphical components using the Tk toolkit

```
button .submit -text "Click Me" -command {  
puts "\nHello World" }:
```

Microsoft Windows
Programming

Early MS Windows programming

- Mostly written in C because Windows used a C API
- Message based
- Message Pump dispatches messages
- winproc turned messages into events
- Very labor intensive!
- MFC (and later ATL) improved on this

Microsoft Foundation Classes

- MFC is a C++ Framework layered on top of the Windows C Messaging API
- Made Windows programming object-oriented
- OO can introduce its own complexities!
- Requires careful integration and overriding of the hierarchy
- Requires understanding of very complex OO interactions

Active Template Library

- Lightweight version of MFC
- Mostly intended for creating components
- Used C++ templates heavily for performance
- Provided a more "pluggable" windowing implementation

Components

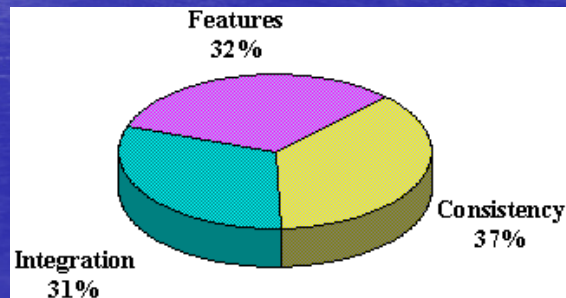
Component-oriented development

- Back in 1968 M. D. McIlroy (1968) made a plea for catalogs of software components
- Black-box software components (ICs)
- Build systems from off-the-shelf components
- JavaBeans, OpenDoc, ActiveX/OLE
- RAD design tools, visual programming, graphical IDEs
- “Not built here” syndrome

ActiveX

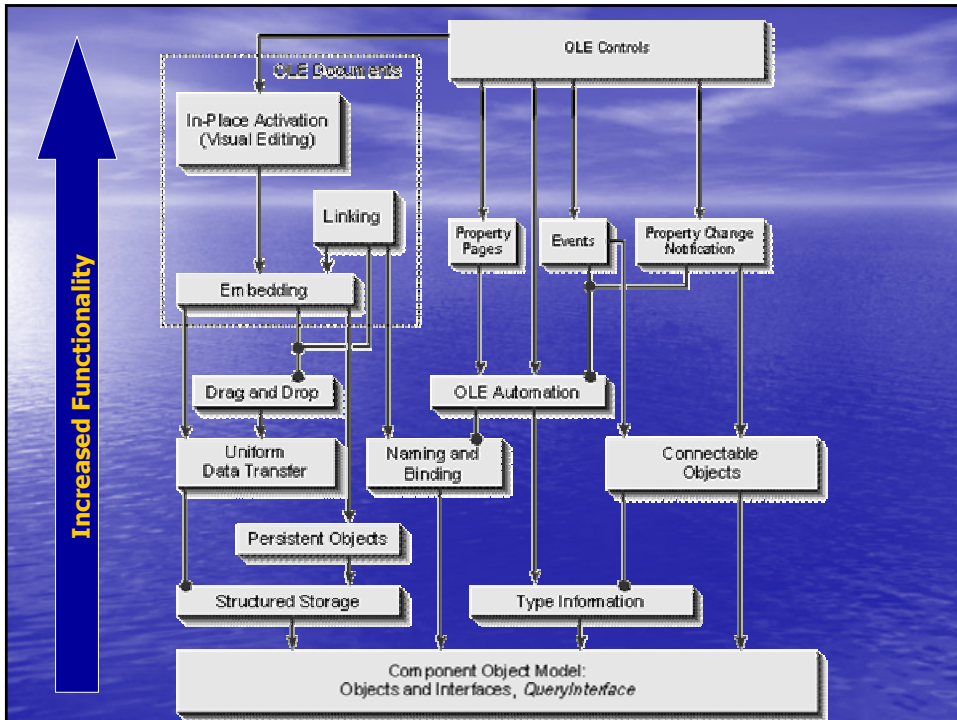
Motivation

- Microsoft research showed that customer demands fell into three categories: new features, integration between applications, and consistency between applications



OLE97 control specification

- Object Linking and Embedding
- VBX -> OLE -> ActiveX
- Interface standards
- Binary standard (COM)
- Uniform Data Transfer (copy-cut-paste, drag-n-drop)
- Connectable objects (events)
- Type info/reflection
- Activation (visual editing), keystrokes, focus, menu/toolbar merging, sizing
- Storage/persistence ("pickling")
- Automation/scripting
- Property pages



ActiveX (OLE)

- Componentized UI widgets
- Created using VB, MFC or ATL (although any language or OS can be used)
- Large specification
- Complex interactions with slightly different implementations
- Enabled black box reuse

JavaBeans

JavaBeans

- Programming conventions
- Properties, methods, and events
- Dynamic discovery
- Reflection, persistence/serialization, events
- Property configuration (colors)
- Enables: Palette-based development and visual development
- Glasgow specifications: drag-n-drop, activation
- InfoBus specifications: asynchronous event-based communication
- Event propagation/handling

Graphical GUI Builders

Graphical GUI builders

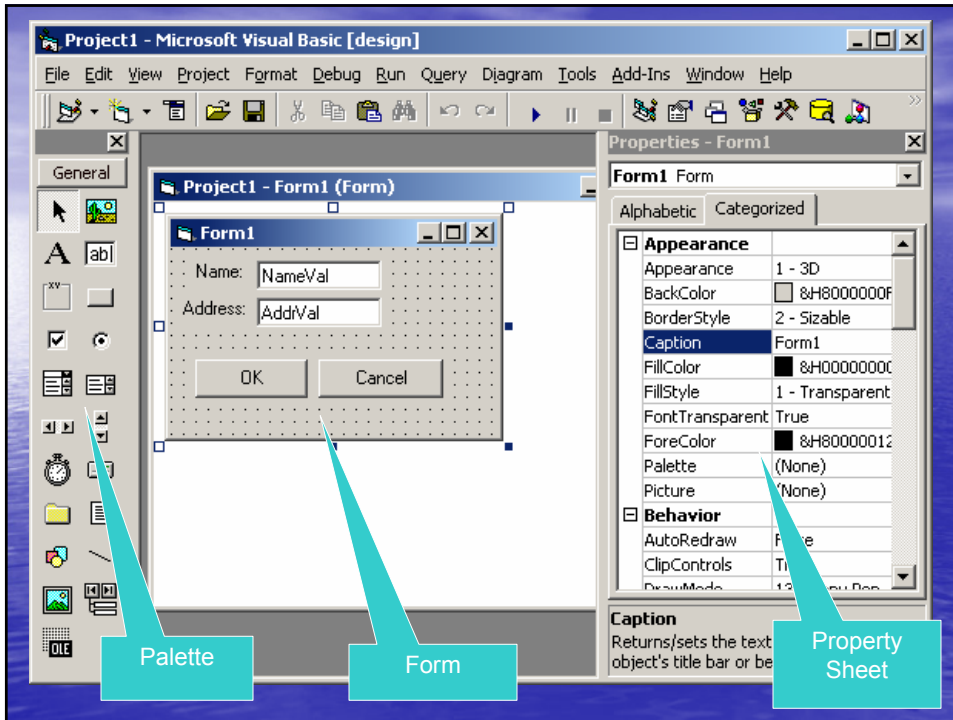
- aka Rapid Application Development (RAD)
- “Composite Applications”
- Visual layout editing (forms)
- Palettes (component registration)
- Property sheets (reflection, persistence)
- Event handlers (reflection)
- Automatic code generation

Example GUI builders

- Visual Basic (VB, ActiveX)
- NetBeans, VisualAge, Forte, JBuilder, Eclipse, etc. etc. (Java, JavaBeans)
- Visual Studio (MFC, ActiveX, C++, C#, VB.NET, etc.)
- FrontPage, Dreamweaver (HTML)
- Delphi Studio (Delphi, VCL)
- Tk (Tcl)
- X Designer (C++, Java, Ada, etc.)
- Interface Builder/XCode/CodeWarrior/Cocoa (Apple, C++, Java)

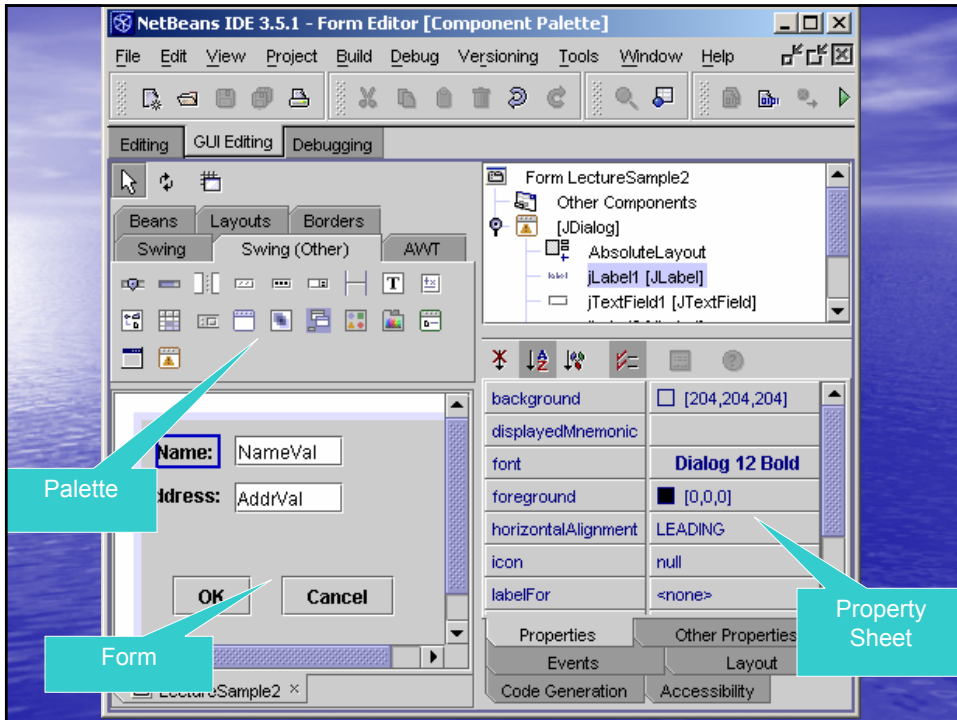
Visual Basic

- Controls adhere to ActiveX UI standard
- Also supports standard Windows controls
- Uses ActiveX type information for reflection, property sheets, persistence



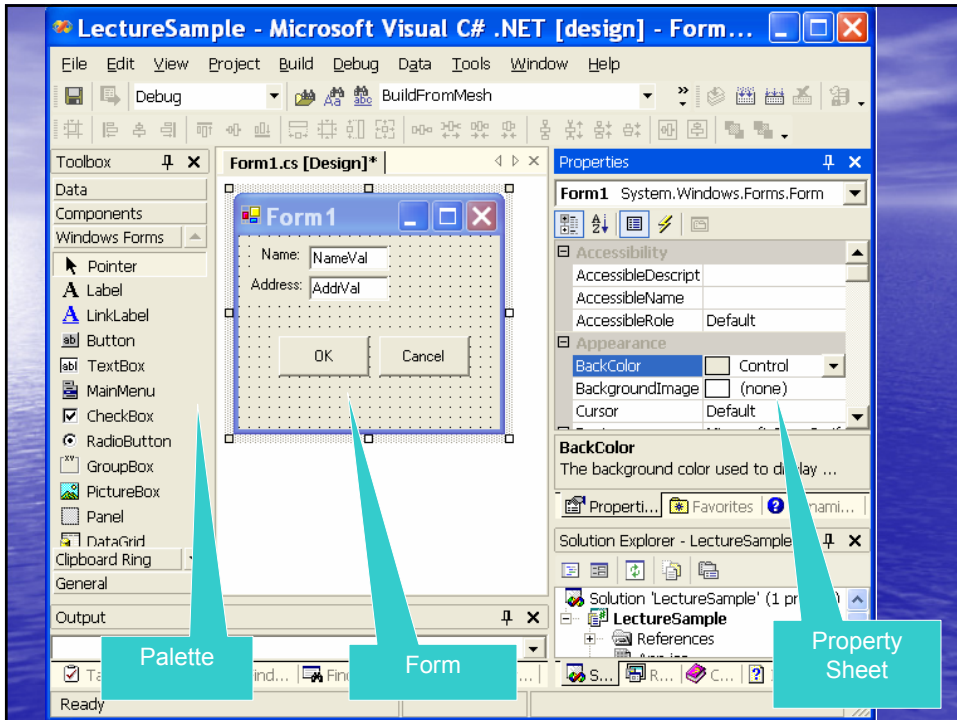
NetBeans

- Controls adhere to JavaBeans UI standard
- Also supports AWT and Swing controls
- Uses Java Reflection API for reflection
- Uses BeanInfo API for property sheets
- Uses Java Serialization API for persistence



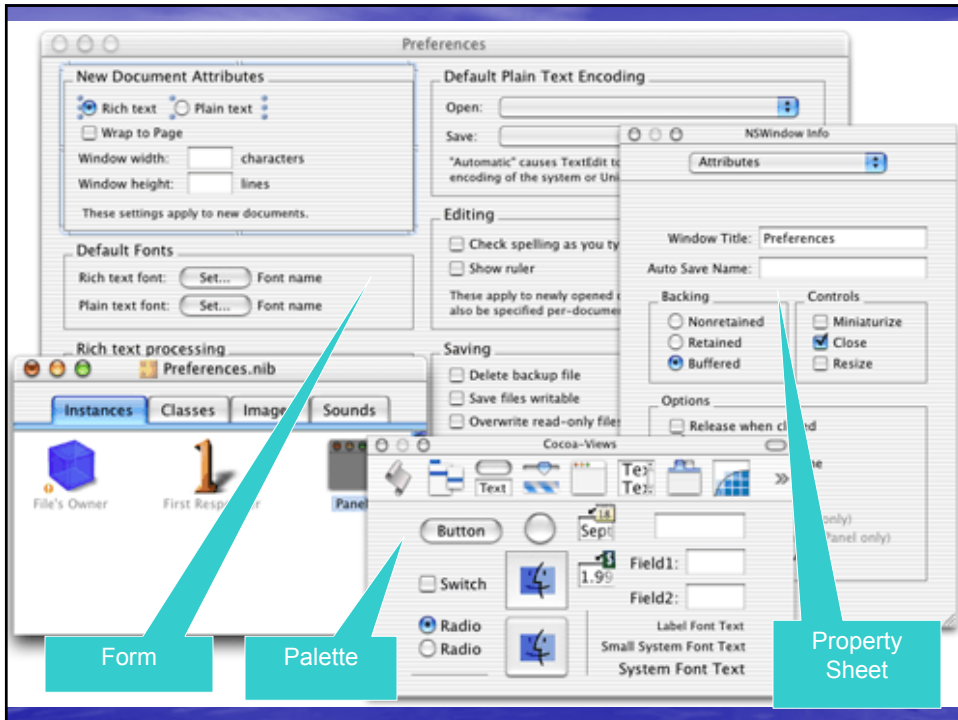
Visual Studio .NET

- Supports .NET languages (C#, VB.NET)
- MetaData used for Reflection, Property Sheets



Apple Interface Builder

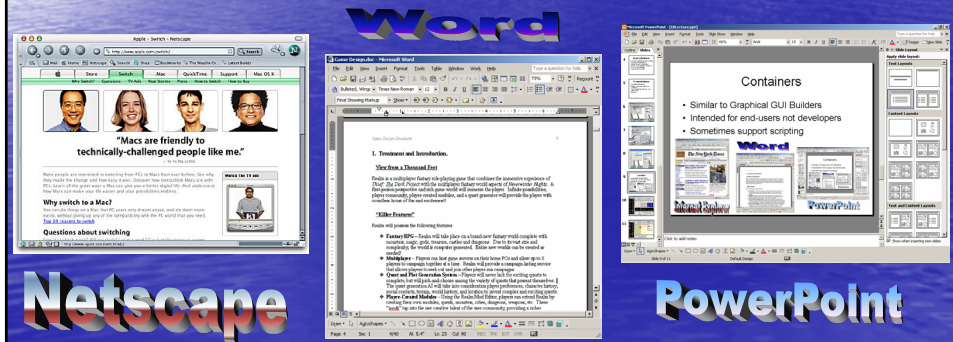
- GUI tool for designing applications for Mac OS X



Containers & compound documents

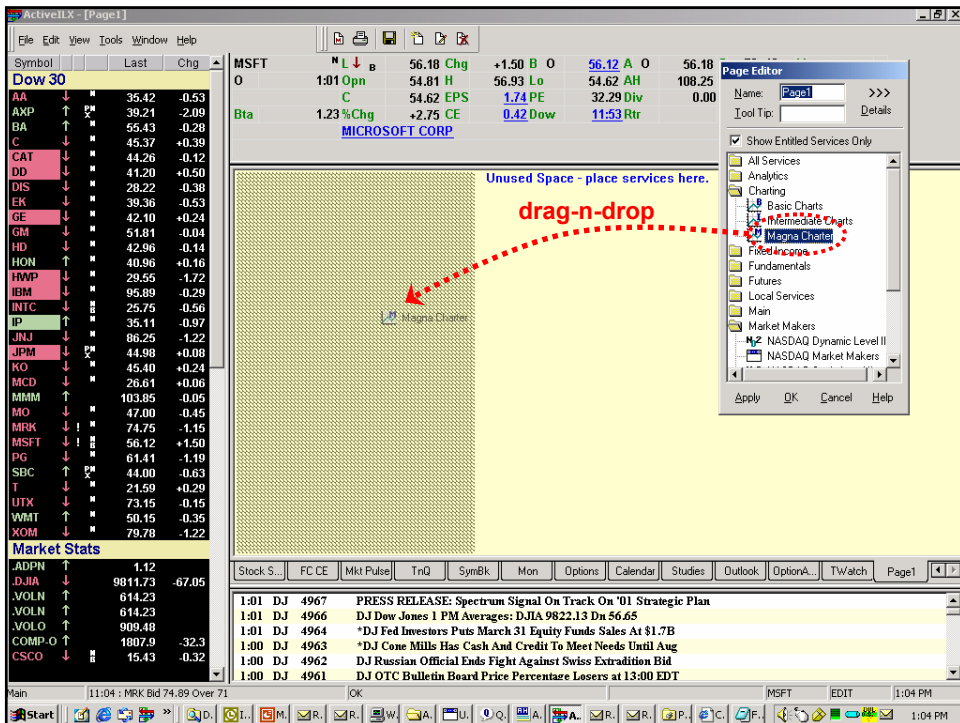
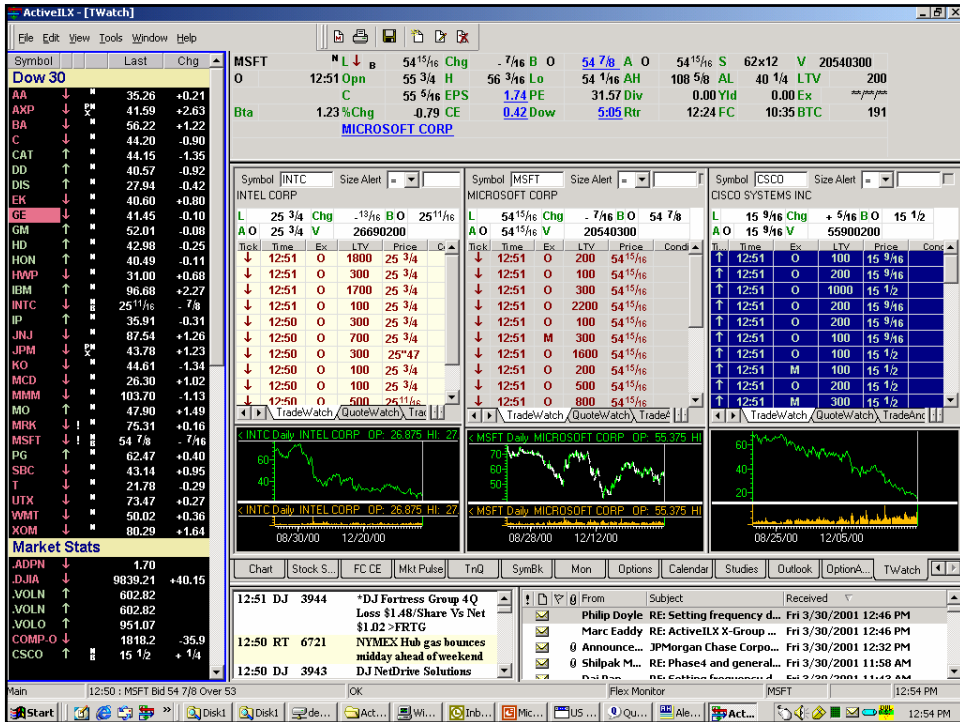
Containers & compound documents

- Similar to Graphical GUI Builders
- Intended for end users not developers
- Sometimes support scripting/automation



ActiveILX

- Project I worked on at ILX Systems
- ActiveX control container
- Controls displayed real-time market data
- Control interactions were scripted
- Componentized development is hard!
- Standard interfaces are essential
- However, benefits outweigh costs



Web pages

- HTML/DHTML
- Limited set of UI widgets
- Can integrate Java applets, ActiveX components, pluggins (Flash)
- Event-based scripting programming model
- Very easy to use!
- Limited functionality (lowest common denominator)
- Traditionally client-server although scripting allows for rich client-side functionality