

# Meta-Driven Browsers

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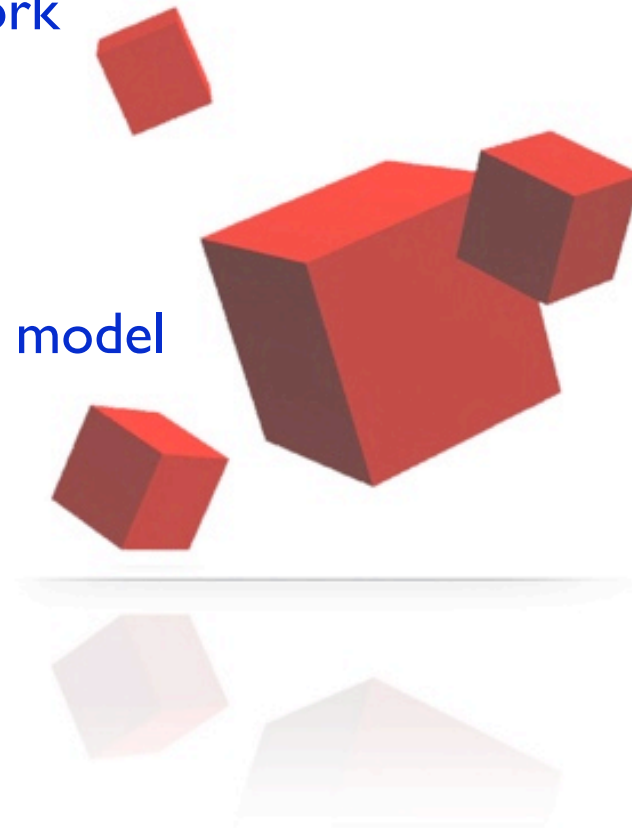
Prague, Czech Republic



# Outline

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1. The OmniBrowser framework
2. Graph and metagraph
3. Interaction with the domain model
4. The System browser
5. Conclusion



# The OmniBrowser Framework

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- A sophisticated framework to define new browsers
- It is structured around:
  - an explicit **domain model**
  - a **metagraph** (a state machine) that specify navigation with the domain model
  - a list of **actors** that define interactions



## Domain Model: Files

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**OBNode subclass: #FileNode**

instanceVariableNames: 'path'

...

**FileNode>>name**

^ (FileDirectory directoryEntryFor: path) name

**FileNode>>text**

^ 'File named: ', self name



## Domain Model: Directory

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**FileNode subclass: #DirectoryNode**

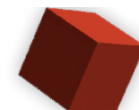
**DirectoryNode>>directories**

```
| dir |
dir := FileDirectory on: self path.
^ dir directoryNames collect:
    [:each |
        DirectoryNode on: (dir fullNameFor: each)]
```

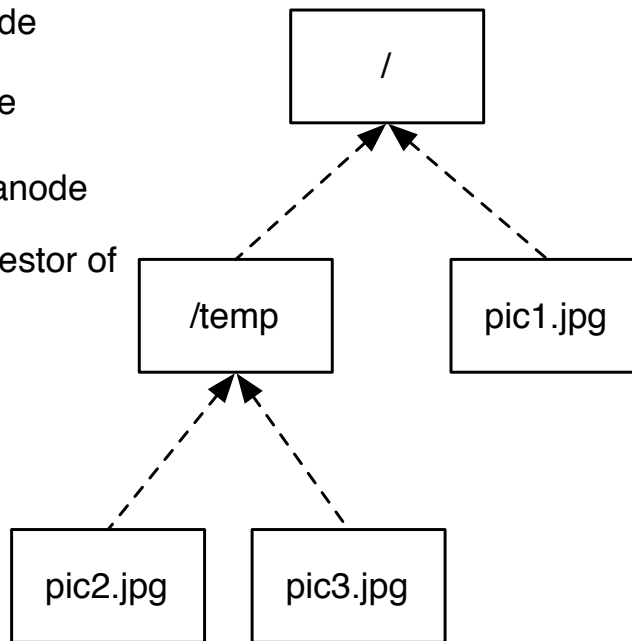
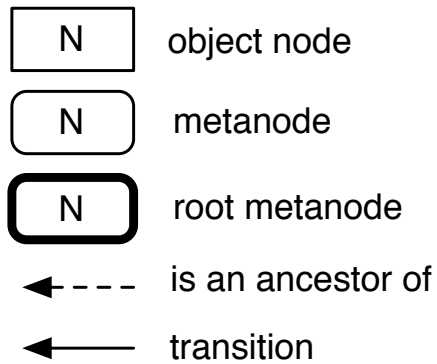
**DirectoryNode>>files**

```
| dir |
dir := FileDirectory on: self path.
^ dir fileNames collect: [:each |
    FileNode on: (dir fullNameFor: each)]
```

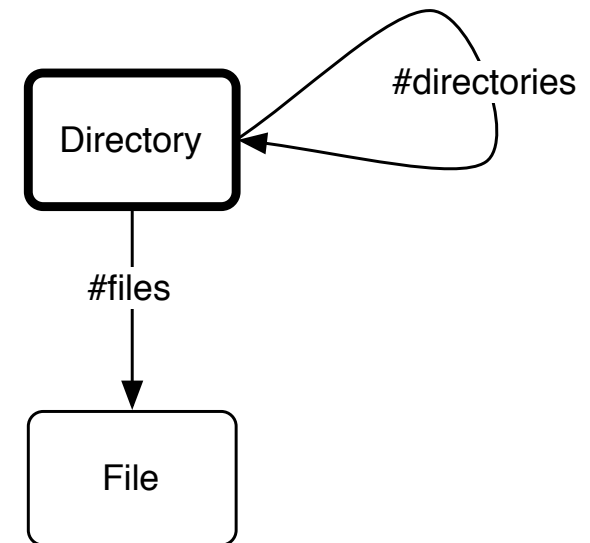
**DirectoryNode>>text**     ^ path



# Graph and Metagraph to define browsers



(a) Instantiated domain



(b) Metagraph



## Metagraph and browser definition

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Creation of a browser:

```
OBBrowser subclass: #FileBrowser
```

Root nodes:

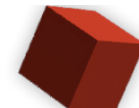
```
FileBrowser>>defaultRootNode
```

```
^ DirectoryNode on: '/'
```

```
FileBrowser>>defaultMetaNode
```

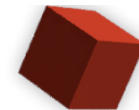
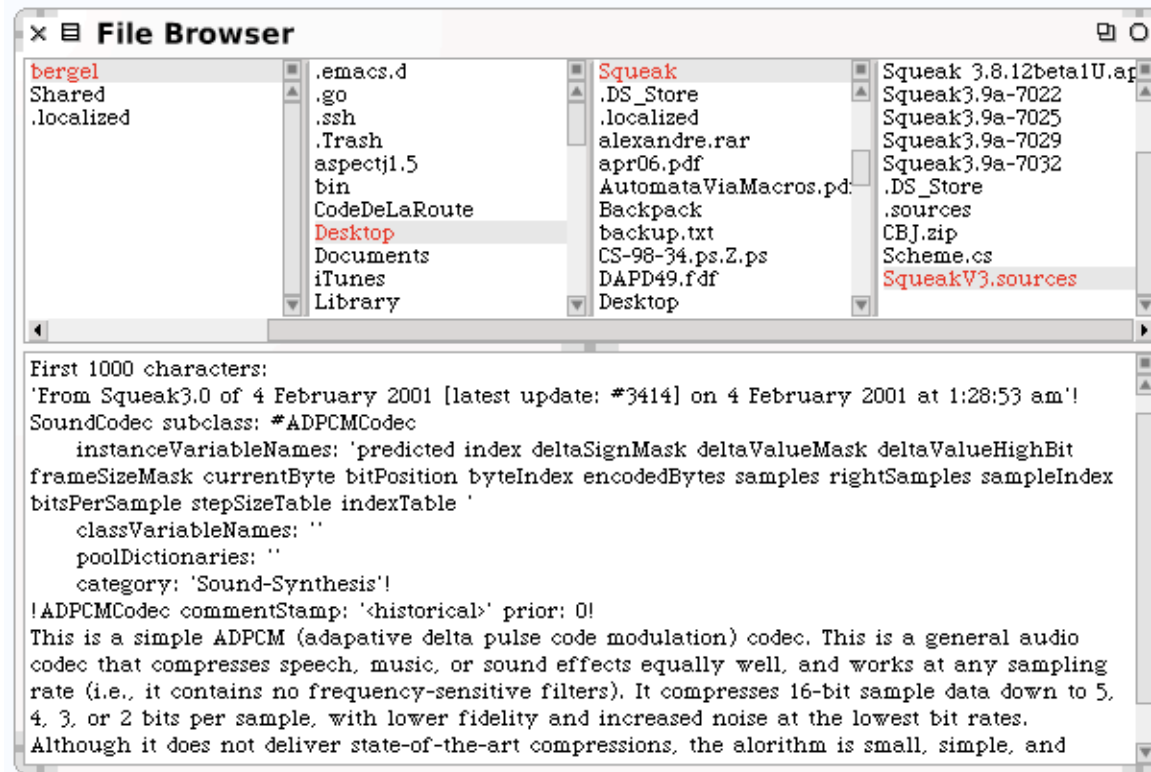
```
|directory file |  
directory := OBMetaNode named: 'Directory'.  
file := OBMetaNode named: 'File'.
```

```
directory  
  childAt: #directories put: directory;  
  childAt: #files put: file;  
  addActor: FileActor new.  
^ directory
```



## Automatic layout with columns and a pane

- The GUI is built by the framework
- It uses a layout similar to the Smalltalk System browser





## Interacting with the domain model with actors

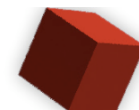
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An actor defines a column menu:

```
OActor subclass: #FileActor
```

```
FileActor>>actionsForNode: aNode
```

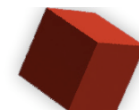
```
  ^ {OAction
    label: 'remove'
    receiver: self
    selector: #remove:
    arguments: {aNode}
    keystroke: $x
    icon: MenuIcons smallCancelIcon.
    ...}
```



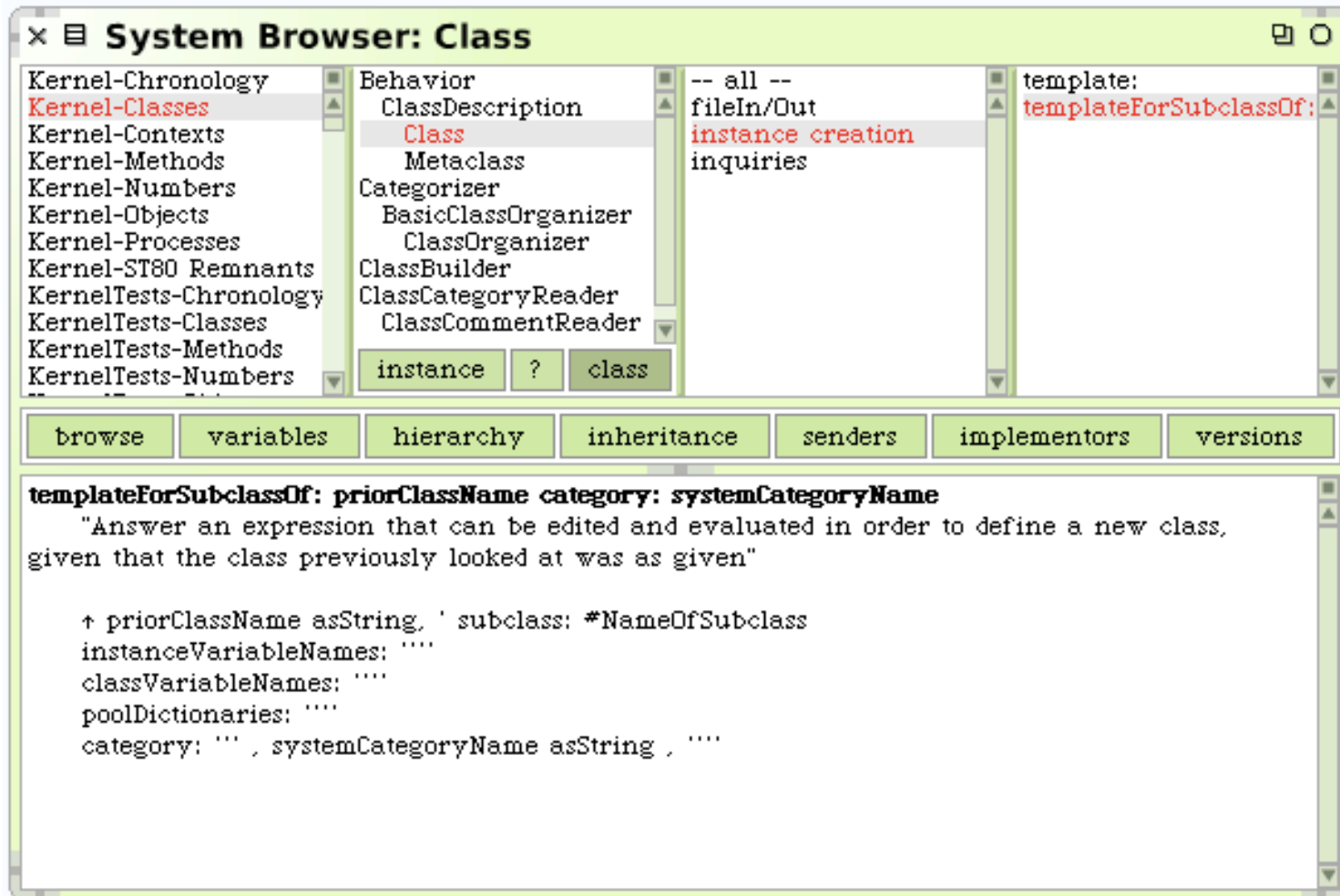
## Important notions of OmniBrowser

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- Core notions:
  - **Nodes**: what my domain is made of?
  - **Metagraph**: how do I navigate in my domain?
  - **Actors**: how do I interact with my domain?
- Filter: filtering domain nodes
- Definition: accepting new definitions of nodes



## The new system browser...



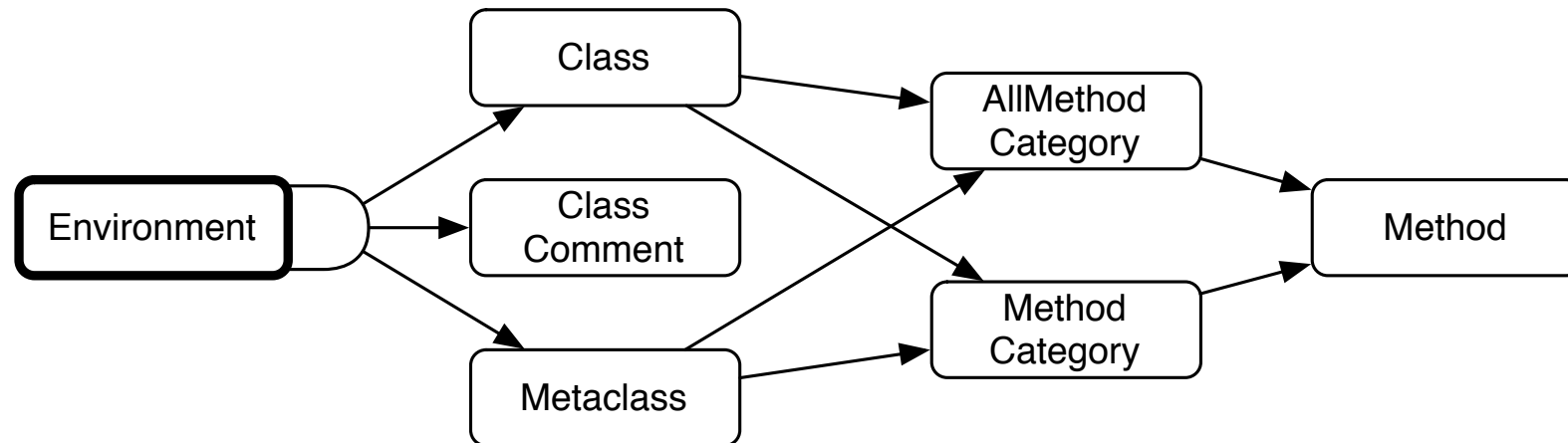
The screenshot shows a window titled "System Browser: Class". It features a tree view on the left with categories like "Kernel-Chronology", "Kernel-Classes", "Kernel-Contexts", etc. The "Kernel-Classes" category is expanded to show a list of classes including "Behavior", "ClassDescription", "Class", "MetaClass", "Categorizer", "BasicClassOrganizer", "ClassOrganizer", "ClassBuilder", "ClassCategoryReader", and "ClassCommentReader". The "Class" class is selected and highlighted. Below the tree view, there are buttons for "instance", "?", and "class". To the right of the tree view, there are two panes: one labeled "-- all --" containing "fileIn/Out", "instance creation", and "inquiries"; and another labeled "template:" containing "templateForSubclassOf:". Below these panes is a row of buttons: "browse", "variables", "hierarchy", "inheritance", "senders", "implementors", and "versions". The "inheritance" button is selected. The main area below the buttons displays the definition for the "templateForSubclassOf:" method:

```
templateForSubclassOf: priorClassName category: systemCategoryName  
"Answer an expression that can be edited and evaluated in order to define a new class,  
given that the class previously looked at was as given"  
  
+ priorClassName asString, ' subclass: #NameOfSubclass  
instanceVariableNames: ''''  
classVariableNames: ''''  
poolDictionaries: ''''  
category: '' , systemCategoryName asString , ''''
```

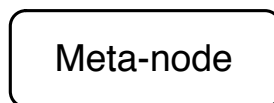


## ... its Metagraph ...

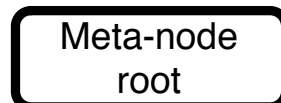
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### Legend



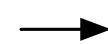
Meta-node



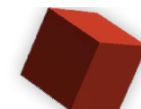
Meta-node  
root



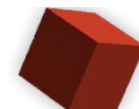
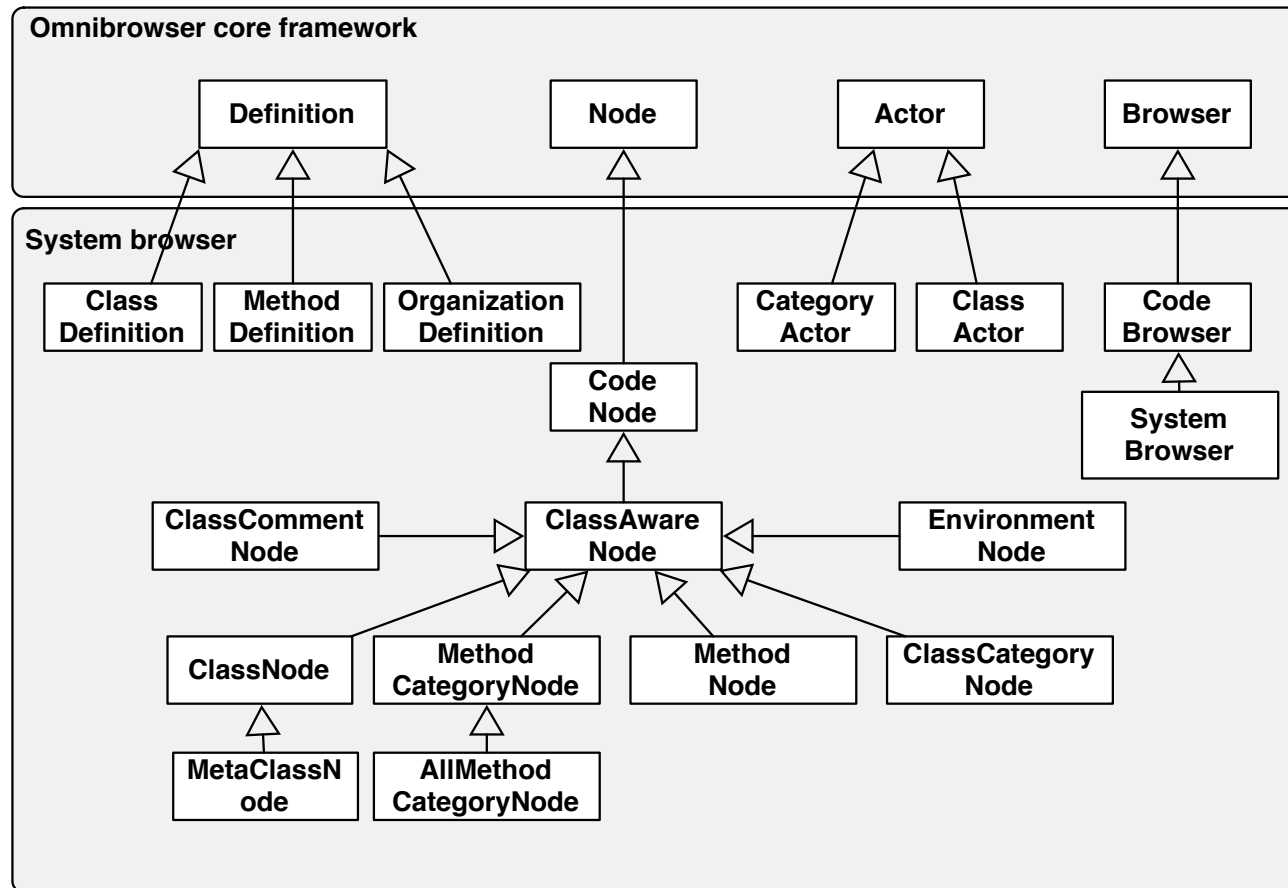
Filter



Transition



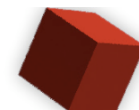
## ... and its implementation



## Limitations of OmniBrowser ...

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- Hardcoded flow
  - Navigation has to follow the left-to-right list construction
  - Would be difficult to implement Whiskers
- Currently selected item
  - Difficulty to implement advanced browsing facilities like in VisualWorks



## **... and its strenghts**

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- **Ease of use**
  - do not need to deal with graphical objects
- **Explicit state transition**
  - graphical objects are automatically updated.
- **Separation of domain and navigation**
  - better readability of the code



## Conclusion

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- Framework to build easily new browser
- Based on notion of nodes, metagraph, actors, definition and filters
- Included per default in Squeak 3.9
- Already existing browsers:
  - changes, implementors, senders, variables, version, ...
  - coverage browser
  - dual browser
  - Traits browser
  - Pier browser

