

TriUlti

iFlowEdit

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Weekly Report #3

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My aim was to draw more complex shapes on HTML5 canvas element before I did. So, I tried to draw three dimensional shapes first. To do that, I used old functions like “drawRectangle” and added new functions like “drawQuad”. Then I used that functions in other functions like “drawCube”. However, these shapes were not complex enough. So, I tried to draw a lot of shapes at the same time to acquire hypnotic effect. To do that, I put atomic functions into a for loop and draw lots of them in decreasing order. I could not do in increasing order because in HTML5, latest drawings come in front of old ones. This is an important thing to know.

I used same template that I prepared for report of last week. So I do not put a screenshot. Again, to open the web page, just unzip the attached file named “HTML5 Canvas.zip” and open the “index.html” file with any browser you want. To see the source code; open the “index.html” file with any text editor you want.

KAYRAK, Alaattin

In this week I dogged into Ext-JS’s drag and drop feature. Drag and drop, namely DD, contains some of different elements using for different purposes. Let’s briefly explain elements I used via Sencha documents.

DDProxy: A DragDrop implementation that inserts an empty, bordered div into the document that follows the cursor during drag operations.

DropZone: Class that provides a container DD instances that proxy for multiple child node targets.

DropTarget: A simple class that provides the basic implementation needed to make any element a drop target that can have draggable items dropped onto it.

In my ext-js application I used mainly Sencha's drag and drop tutorial. I examined it and altered it for the way we plan to use. As a result, we are able to drag an item from a div to only specific div, which is almost like diagram elements' dragging and dropping to canvas element.

KORKMAZ, Ozan

This week, I collected background information about how a work flow editor should be by asking questions to the experts that have been using working diagrams. Most of these people are in the same department with me. They have already known the missing and also pretty parts of existing work flow editors. Therefore, their opinions are valuable for me. I also searched the Internet by asking "What do you expect from a work flow diagram editor?", and collected valuable data. All of the important data that I collected is as below:

- Easy to use: People look for especially easiness of the usage of a program.
- Quickly working: Users do not want to notice the background processes that they should not see.
- Effectively generating final data: There are lots of graphical data format but for beautiful view and compatibility, SVG(Scalable Vector Graphics) seems to be the best one. Differently from bitmap formats, when we scale up a SVG formatted picture, there will not appear any deformation on the picture.
- Editor should realize what the user thinks. For example, a user wants to create a connection between the activities. He connected starting activity, however, he accidentally dropped the end point of the connection a little bit far away from the activity. How the editor should behave in this condition is to understand what user thought and connect two activities.
- Different examples of each diagram type should be provided. To ease the work of the user, there should be template usage of diagrams that may be the most usable ones.
- Unnecessary functions should be removed from the user space. For example, a mechanical engineer does not need to see E/R diagram items on his user space. Instead of this, there should be an option to select working diagram that he desires, to his user space.

ORAL, Hakan

Creately is an application which has lots of features on design and diagramming. However it does not provide these features to free users. This is its one of the bad side. In addition it does not run on every platform because it requires Adobe Flash. It also does not allow creating diagrams without using drag-and-drop technique. More specifically when an item is tried to be expanded, connection points of the item are move away from the surface of the item and when using the import feature of Creately, it does not allow changing the imported item. Moreover it does not support to export in all different formats.

Other online application Gliffy.com is also very similar to Creately and has collaboration tools built-in to the application. However it uses a simple per user pricing model, and costs more overall than Creately.

All of the above are the some of the bad sides of online diagram editors. That's why when we get rid of these bad sites with our editor, it will be the most preferred diagram editor.