

**TriUlti**  
**IFlowEdit**  
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**Weekly Report #8**

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In this week, the code that was implemented last week was tried to be embedded into a web browser to see whether the code works on it or not. Before we have decided to use Processing to draw the activities and connections on canvas, we found that by using additional libraries, adaptation can be accomplished. Processing.js was the best one for this purpose, so it was used to embed the Processing code into web browser.

Latest stable version of Processing.js, 1.3.6 is used in the code. It provides the conversion of all of the Processing functions. However, there needs a conversion script function that finds Processing code and send it into the Processing.js functions. So, init.js file is written to provide communication. Below, script elements are used to include processing.js library and init.js file that holds communication function.

```
<script type="text/javascript" src="processing-1.3.6.js"></script>  
<script type="text/javascript" src="init.js"></script>
```

After running the code in web browser, we tried to embed it into the main screen of the editor which will be used by users of the program. We put activities and connections onto the screen; however, we could not manage to implement resize functionality. Figure-1 is the last prototype that we implemented except

resizing. There is also a problem which causes canvas area to load slowly. However, we could not manage to find what can be the problem because of limited time. Therefore, we have to work on optimization issues.

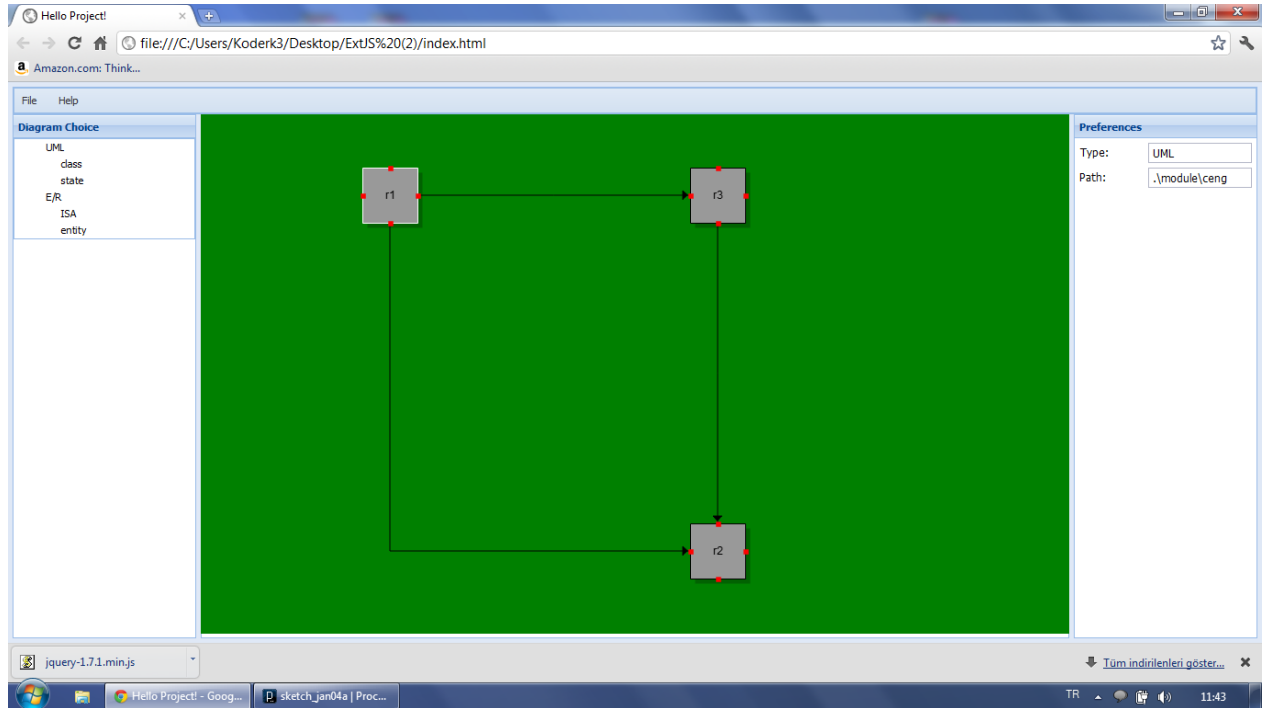


Figure 1