



Designing Interactive Systems II

Computer Science Graduate Programme SS 2010

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Review: Classic Mac OS

- Designed for the user, not the developer
 - First commercially successful GUI system
 - Technically few advances
 - One address space, one process, “no” OS
 - But revolutionary approach to UI consistency (HI Guidelines)
- Macintosh Toolbox
 - Pascal procedures grouped into Managers, ROM+RAM
 - Extended as technology advanced (color, multiprocessing,...), but architecture was showing its age by late 90s
- Inspiration for other GUIs, esp. MS Windows

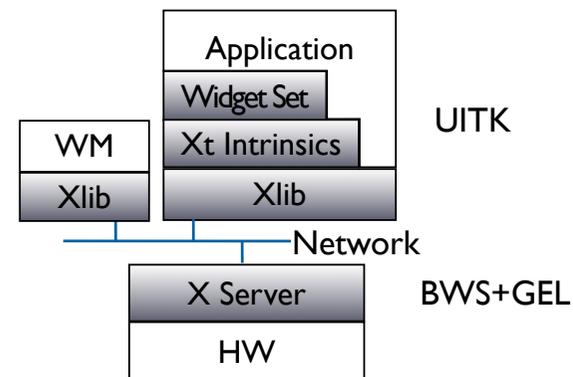


The X Window System (“X”)

- Asente, Reid (Stanford): **W** window system for **V** OS, (1982)
 - **W** moved BWS&GEL to remote machine, replaced local library calls with synch. communication
 - Simplified porting to new architectures, but slow under Unix
- MIT: **X** as improvement over **W** (1984)
 - Asynchronous calls: much-improved performance
 - Application = client, calls **X Library (Xlib)** which packages and sends GEL calls to the **X Server** and receiving events using the **X Protocol**.
 - Similar to Andrew, but window manager separate
 - X10 first public release, X11 cross-platform redesigned



X:Architecture



- X is close to our 4-layer architecture model



X Server

- X11 ISO standard, but limited since static protocol
- X server process combines GEL and BWS
 - Responsible for one keyboard (one EL), but n physical screens (GLs)
 - One machine can run several servers
- Applications (with UITK) and WM are clients
- GEL: Direct drawing, raster model, rectangular clipp.
 - X-Server layers: Device-dependent X (DDX), device-independent X (DIX)
 - BWS can optionally buffer output regions



X Protocol

- Between X server process and X clients (incl. WM)
- asynchronous, bidirectional byte stream, order guaranteed by transport layer
 - Implemented in TCP, but also others (DECnet,...)
 - Creates about 20% time overhead with apps over network
- Four packet types
 - Request, (Client→Server)
 - Reply, Event, Error (Server→Client)
- Packets contain opcode, length, and sequence of resource IDs or numbers



Typical Xlib application (pseudocode)

```
#include Xlib.h, Xutil.h
Display *d; int screen; GC gc; Window w; XEvent e;
main () {
    d = XOpenDisplay(171.64.77.1:0);
    screen = DefaultScreen(d);
    w = XCreateSimpleWindow(d, DefaultRootWindow(d), x,y,w,h,
        border, BlackPixel(d), WhitePixel(d)); // foreground &
        background
    XMapWindow(d, w);
    gc = XCreateGC(d, w, mask, attributes); // Graphics Context
        setup left out here
    XSelectInput(d, w, ExposureMask|ButtonPressMask);
    while (TRUE) {
        XNextEvent(d, &e);
        switch (e.type) {
            case Expose: XDrawLine (d, w, gc, x,y,w,h); break;
            case ButtonPress: exit(0);
        }
    }
}
```



X: Resources

- Logical: pixmap, window, graphic context, color map, visual (graphics capabilities), font, cursor
- Real: setup (connection), screen (several), client
- All resources identified via RIDs
- Events: as in ref. model, from user, BWS, and apps, piped into appropriate connection
- X Server is simple single-entrance server (round-robin), user-level process



Window Manager

- Ordinary client to the BWS
- Communicates with apps via hints in X Server
- Look&Feel Mechanisms are separated from Look&Feel Policy
- Late refinement (session, user, application, call)



Window Manager

- Dynamically exchangeable, even during session
 - twm, ctwm, gwm, mwm (Motif), olwm (OpenLook), rtl (Tiling), ...
 - Implement different policies for window & icon placement, appearance, all without static menu bar, mostly pop-ups, flexible listener modes
- No desktop functionality (separate app)
- Only manages windows directly on background (root) window, rest managed by applications (since they don't own root window space)



X: UITK

- X programming support consists of 3 layers
- Xlib:
 - Lowest level, implements X protocol client, procedural (C)
 - Programming on the level of the BWS
 - Hides networking, but not X server differences (see “Visual”)
 - Packages requests, usually not waiting for reply (async.)
 - At each Xlib call, checks for events from server and creates queue on client (access with XGetNextEvent())
 - Extensions require changing Xlib & Xserver source & protocol



X: UITK

- Xlib offers functions to create, delete, and modify server resources (pixmap, windows, graphic contexts, color maps, visuals, fonts), but app has to do resource composition
- Display (server connection) is parameter in most calls
- X Toolkit Intrinsics (Xt)
 - Functions to implement an OO widget set class (static) hierarchy
 - Programming library and runtime system handling widgets
 - Exchangeable (InterViews/C++), but standard is in C
 - Each widget defined as set of “resources” (attributes) (XtNborderColor,...)



X: UITK

- X Toolkit Intrinsic

- Just abstract meta widget classes (Simple, Container, Shell)
- At runtime, widgets have 4 states
 - Created (data structure exists, linked into widget tree, no window)
 - Managed (Size and position have been determined—policy)
 - Realized (window has been allocated in server; happens automatically for all children of a container)
 - Mapped (rendered on screen)—may still be covered by other window!



UITK

- X Toolkit Intrinsic

- Xt Functions (XtRealizeWidget(),...) are generic to work with all widget classes
- Event dispatch:
 - Defined for most events in [translation tables](#) (I→A) in Xt
 - →Widgets handle events alone (no event loop in app)!
 - App logic in [callback functions](#) registered with widgets

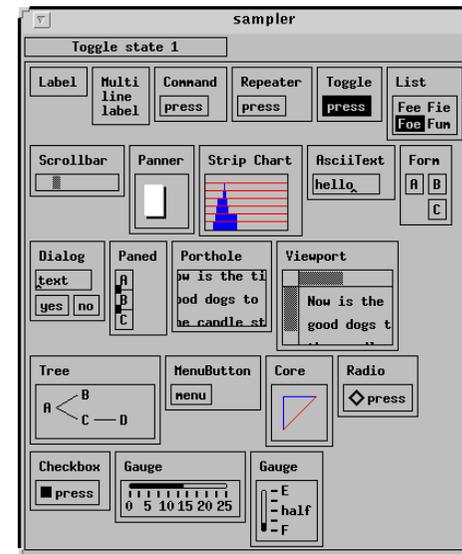


Widget Sets

- Collection of user interface components
- Together with WM, define look&feel of system
- Several different ones available for X
 - Athena (original, simple widget set, ca. 20 widgets, 2-D, no strong associated style guide) — Xaw... prefix
 - Motif (Open Software Foundation, commercial, 2.5-D widget set, >40 widgets, industry standard for X, comes with style guide and UIL)—Xm... prefix
- Programming model already given in Intrinsic
 - Motif just offers convenience functions



Athena Widget Set



- Original, free, extensible
- Ugly, simple
- Class hierarchy:
 - *Simple* — Base class for all other Athena widgets. Does nothing, but adds new resources such as cursor and border pixmap.



Athena

- Standard widgets:
 - *Label* Draws text and/or a bitmap.
 - *Command* Momentary push-button
 - *Toggle* Push-button with two states.
 - *MenuButton* Push-button that brings up a menu.
 - *Grip* Small widget used to adjust borders in a Paned widget.
 - *List* Widget to allow user to select one string from a list.
 - *Scrollbar* Widget to allow user to set a value; typically to scroll another widget.
 - *Box* Composite widget which simply lays children out left-to-right.
 - *Form* Constraint widget which positions children relative to each other.
 - *Dialog* Form widget for dialog boxes.
 - *Paned* Constraint widget letting user adjust borders between child widgets.

 - *Text* Base class for all other text classes.
 - *TextSink* Base class for other text sinks.
 - *TextSrc* Base class for other text sources (subclasses for ASCII and multi-byte text)

 - *SimpleMenu* Shell which manages a simple menu.
 - *Sme* RectObj which contains a simple menu entry (blank).
 - *SmeBSB* Menu entry with a string and optional left & right bitmaps.
 - *SmeLine* Menu entry that draws a separator line.



Athena

- Special widgets:
 - *Repeater* Command that repeatedly calls its associated callback function for as long as it's held.
 - *Panner* Widget to allow user to scroll in two dimensions.
 - *StripChart* Widget to display a scrolling graph.
 - *Porthole* Composite widget which allows a larger widget to be windowed within a smaller window. Often controlled by Panners.
 - *Viewport* Constraint widget, like a Porthole with scrollbars.
 - *Tree* Constraint widget, lays its children out in a tree.

