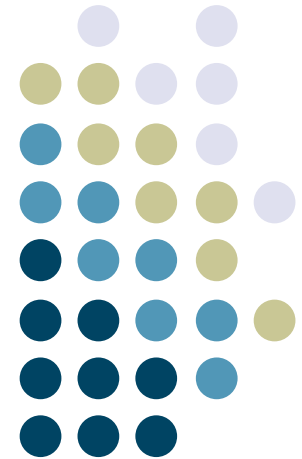
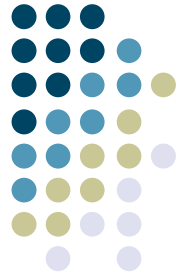


Input part 3: Implementing Interaction Techniques



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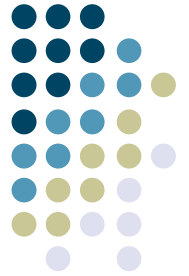
Interaction techniques

- A method for carrying out a specific interactive task
 - Example: enter a number in a range
 - could use... (simulated) slider
 - (simulated) knob
 - type in a number (text edit box)
 - Each is a different interaction technique

Suppose we wanted to implement an interaction for specifying a line

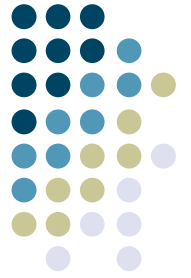


- Could just specify two endpoints
 - click, click
 - not good: no affordance, no feedback
- Better feedback is to use “rubber banding”
 - stretch out the line as you drag
 - at all times, shows where you would end up if you “let go”



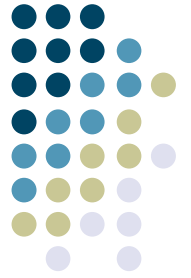
Aside

- Rubber banding provides good feedback
- How would we provide better affordance?



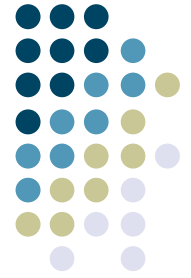
Aside

- Rubber banding provides good feedback
- How would we provide better affordance?
 - Changing cursor shape is about all we have to work with



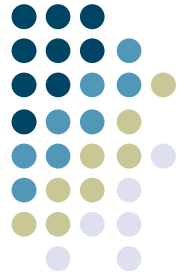
Implementing rubber banding

```
Accept the press for endpoint p1;  
P2 = P1;  
Draw line P1-P2;  
Repeat  
    Erase line P1-P2;  
    P2 = current_position();  
    Draw line P1-P2;  
Until release event;  
Act on line input;
```



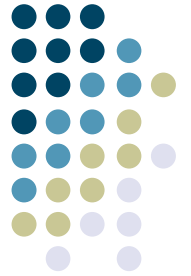
Implementing rubber banding

- Need to get around this loop absolute min of 5 times / sec
 - 10 times better
 - more would be better
- Notice we need “undraw” here



What's wrong with this code?

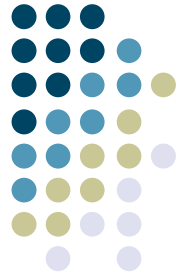
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```

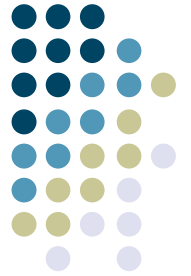
Not event driven

- Not in the basic event / redraw cycle form
 - don't want to mix event and sampled
 - in many systems, can't ignore events for arbitrary lengths of time
- How do we do this in a normal event / redraw loop?

You don't get to write control flow anymore

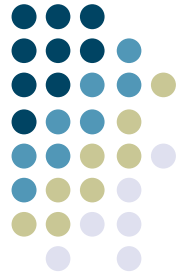


- Basically have to chop up the actions in the code above and redistribute them in event driven form
 - “event driven control flow”
 - need to maintain “state” (where you are) between events and start up “in the state” you were in when you left off



Finite state machine controllers

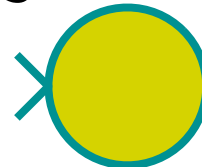
- One good way to maintain “state” is to use a state machine
 - (deterministic) finite state machine
 - FSM



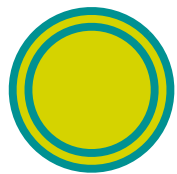
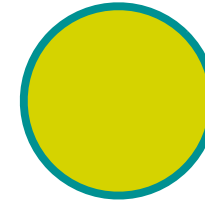
FSM notation

- Circles represent states

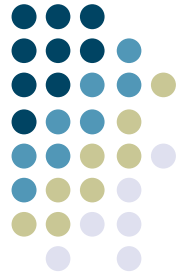
- arrow for start state



- double circles for “final states”

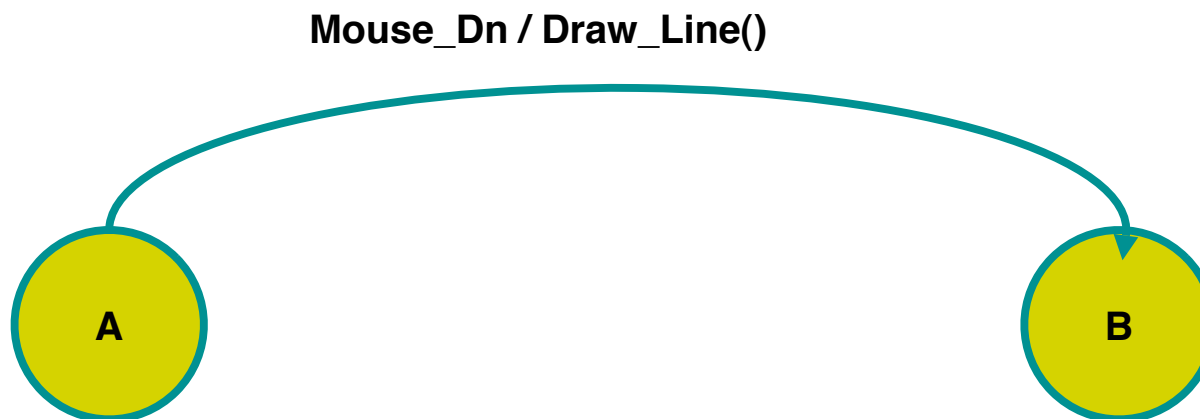


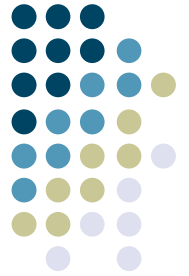
- notion of final state is a little off for user interfaces (don't ever end)
 - but still use this for completed actions
 - generally reset to the start state



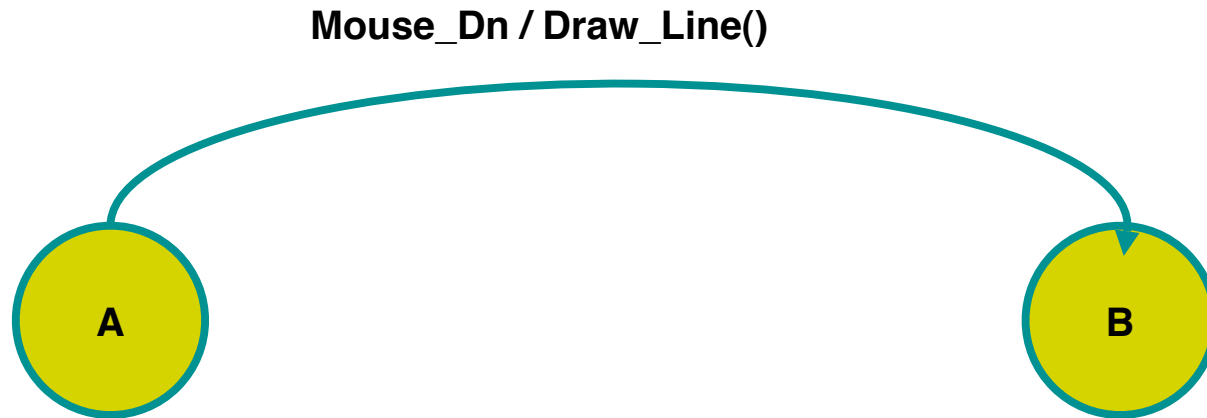
FSM notation

- Transitions represented as arcs
 - Labeled with a “symbol”
 - for us an event (can vary)
 - Also optionally labeled with an action

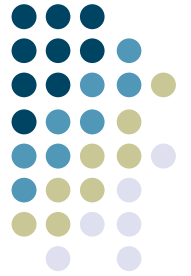




FSM Notation



- Means: when you are in state A and you see a mouse down, do the action (call draw_line), and go to state B



FSM Notation

- Sometimes also put actions on states
 - same as action on all incoming transitions

Rubber banding again (cutting up the code)



Accept the press for endpoint p1;

A: `P2 = P1;
Draw line P1-P2;`

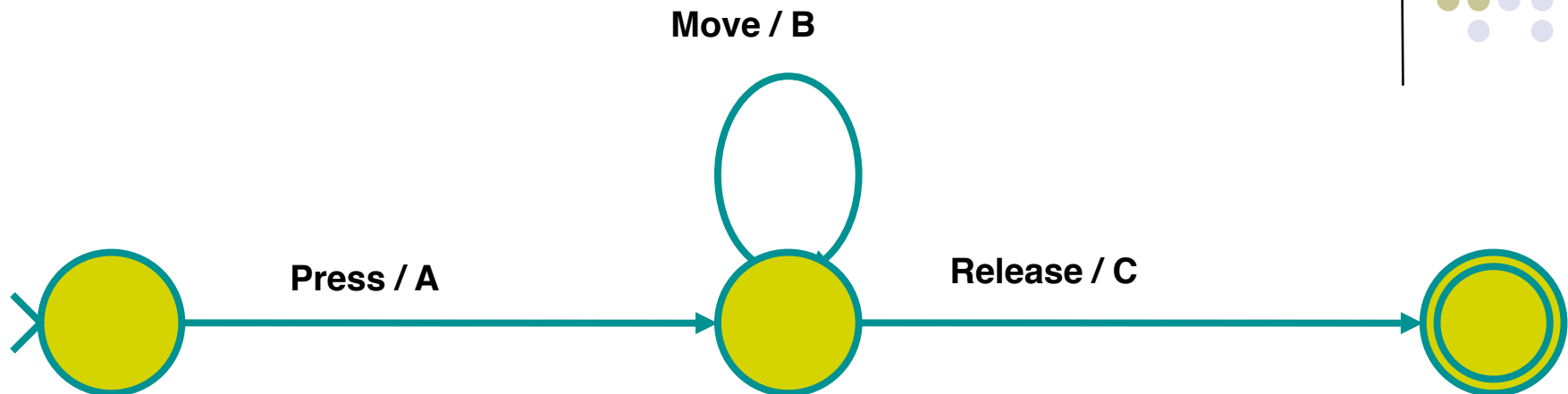
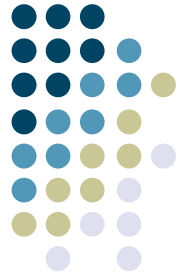
Repeat

B: `Erase line P1-P2;
P2 = current_position();
Draw line P1-P2;`

Until release event;

C: `Act on line input;`

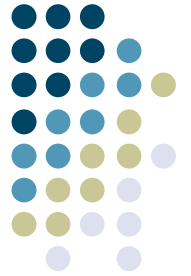
FSM control for rubber banding



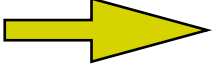



A: `P2 = P1;`
`Draw line P1-P2;`

B: `Erase line P1-P2;`
`P2 = current_position();`
`Draw line P1-P2;`

C: `Act on line input;`

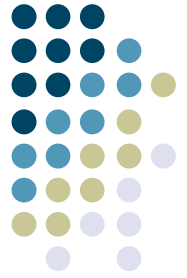


Second example: button

Press inside		highlight
Move in/out		change highlight
Release inside		act
Release outside		do nothing

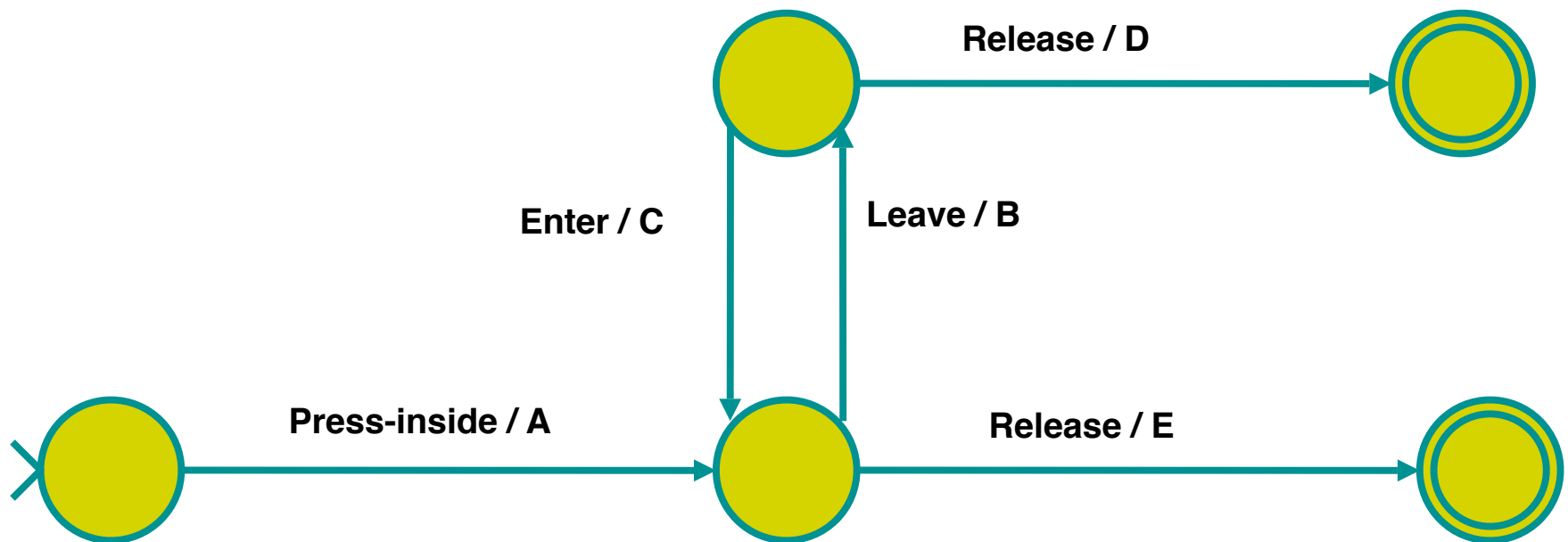
FSM for a button?

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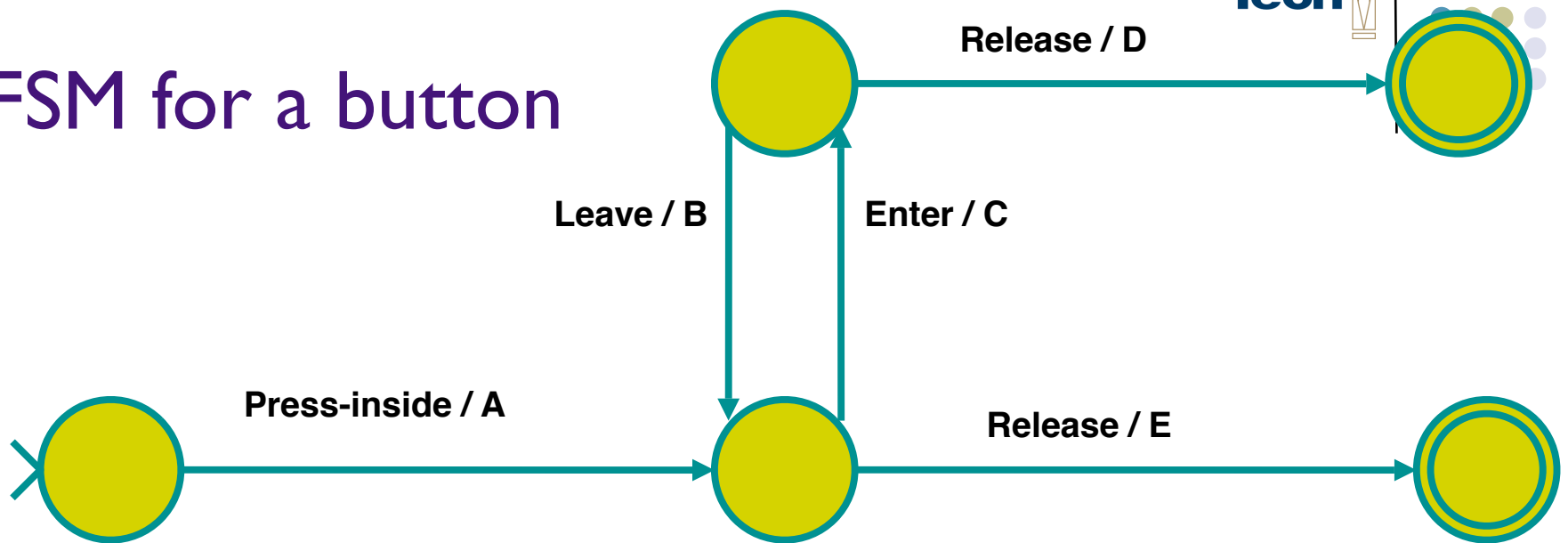




FSM for a button



FSM for a button



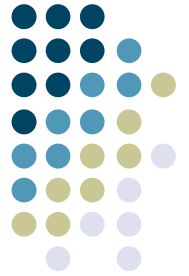
A: highlight button

B: unhighlight button

C: highlight button

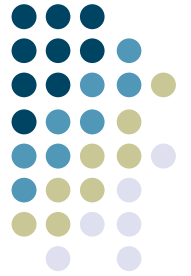
D: <do nothing>

E: do button action



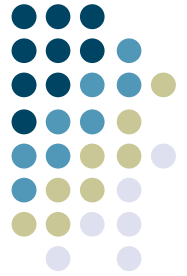
In general...

- Machine states represent context of interaction
 - “where you are” in control flow
- Transitions indicate how to respond to various events
 - what to do in each context



“Events” in FSMs

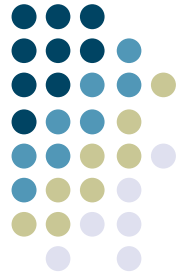
- What constitutes an “event” varies
 - may be just low level events, or
 - higher level (synthesized) events
 - e.g. region-enter, press-inside
- Example: Swing ActionEvents
 - Generated from a range of *different* low-level events
 - Completion of button activation FSM
 - Hitting *enter* in a text field



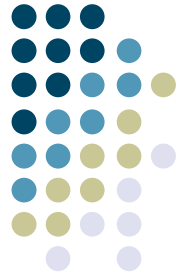
Guards on transitions

- Sometimes also use “guards”
 - predicate (bool expr) before event
 - adds extra conditions req to fire
 - typical notation: pred: event / action
 - e.g. button.enabled: press-inside / A
- Note: FSM augmented with guards is Turing complete

FSM are a good way to do control flow in event driven systems



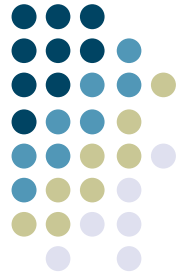
- Can do (formal or informal) analysis
 - are all possible inputs (e.g. errors) handled from each state
 - what are next legal inputs
 - can use to enable / disable
- Can be automated based on higher level specification



Implementing FSMs

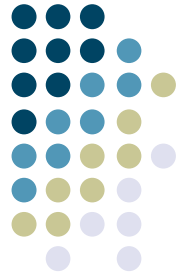
```
state = start_state;
for (;;) {
    raw_evt = wait_for_event();
    evt = transform_event(raw_evt);
    state = fsm_transition(state, evt);
}
```

- Note that this is basically the normal event loop



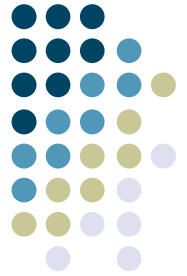
Implementing FSMs

```
fsm_transition(state, evt)
    switch (state)
        case 0:    // case for each state
        case 1:    // case for next state
    return state;
```



Implementing FSMs

```
fsm_transition(state, evt)
    switch (state)
    |   case 0:    // case for each state
    |       switch (evt.kind)
    |       |   case loc_move:    // trans evt
    |       |       ... action ... // trans action
    |       |       state = 42;   // trans target
    |       |   case loc_dn:
    |       |       ...
    |   case 1: // case for next state
    |       switch (evt.kind) ...
    return state;
```



Implementing FSMs

```
fsm_transition(state, evt)
    switch (state)
    |   case 0:    // case for each state
    |       switch (evt.kind)
    |       |   case loc_move:    // trans evt
    |       |       ... action ... // trans action
    |       |       state = 42;   // trans target
    |       |   case loc_dn:
    |       |       ...
    |   case 1:    // case for next state
    |       switch (evt.kind) ...
    return state;
```

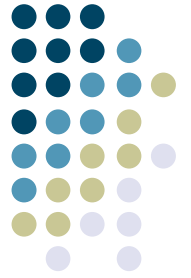


Table driven implementation

- Very stylized code
- Can be replaced with fixed code + table that represents FSM
 - only have to write the fixed code once
 - can have a tool that generates table from something else

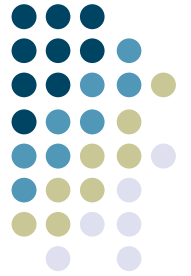


Table driven implementation

- Table consists of array of states
- Each state has list of transitions
- Each transition has
 - event match method
 - list of actions (or action method)
 - target state

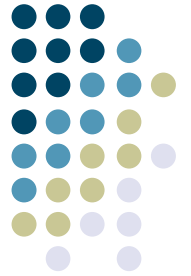


Table driven implementation

```
fsm_transition(state, evt)
  for each transition TR in table[state]
    if TR.match(evt)
      TR.action();
      state = TR.to_state();
      break;
  return state
```

- **Simpler: now just fill in table**

