

# Roassal

## a year of hard work...

Object Profile  
[info@objectprofile.com](mailto:info@objectprofile.com)



*Vision:*

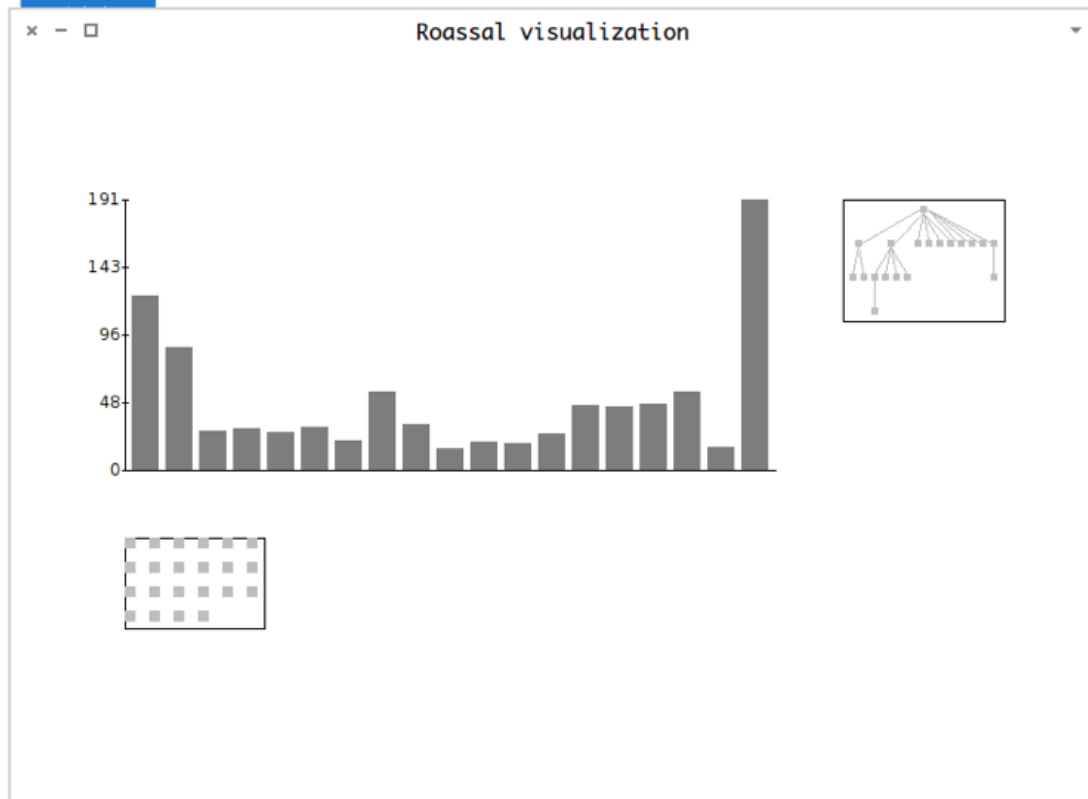
*to be the ultimate solution for data visualization*

*Vision:*

*to be the ultimate solution for data visualization*

*Collateral side effects:*

*animation, data navigation, browsing, UI building, ...*



```

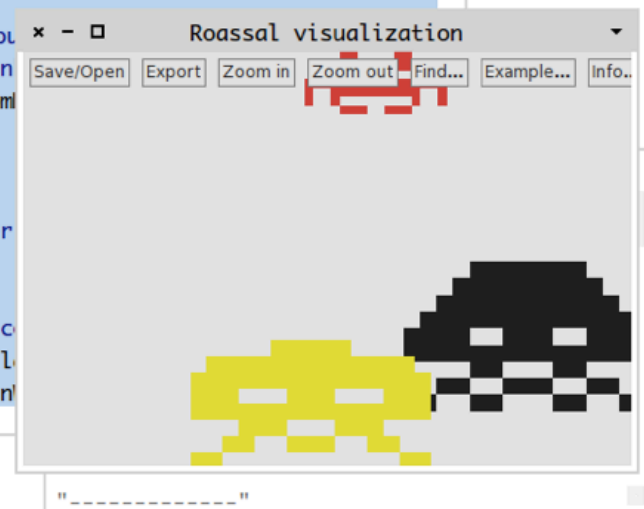
color: Color red ].
  el := shape elementOn: cm.
  el @ (ROPopup text: [ :e | e
getSource ]).
  el @ (ROMenuActivable new
  item: 'browse' action: [ :e | e
model browse ]).

  container add: el ].
  ROGridLayout on: container elements.
  container translateTo: (0 @ 250).
];
on: ROMouseEnter do: [ :event |
  ROBlin highlight: (hierarchy
elementFromModel: event model)
];
on: ROMouseClick do: [ :event |
  ROBlin highlight: (hierarchy
elementFromModel: event model)
].

diagBuilder

view add: c
view transl
view openIn

```



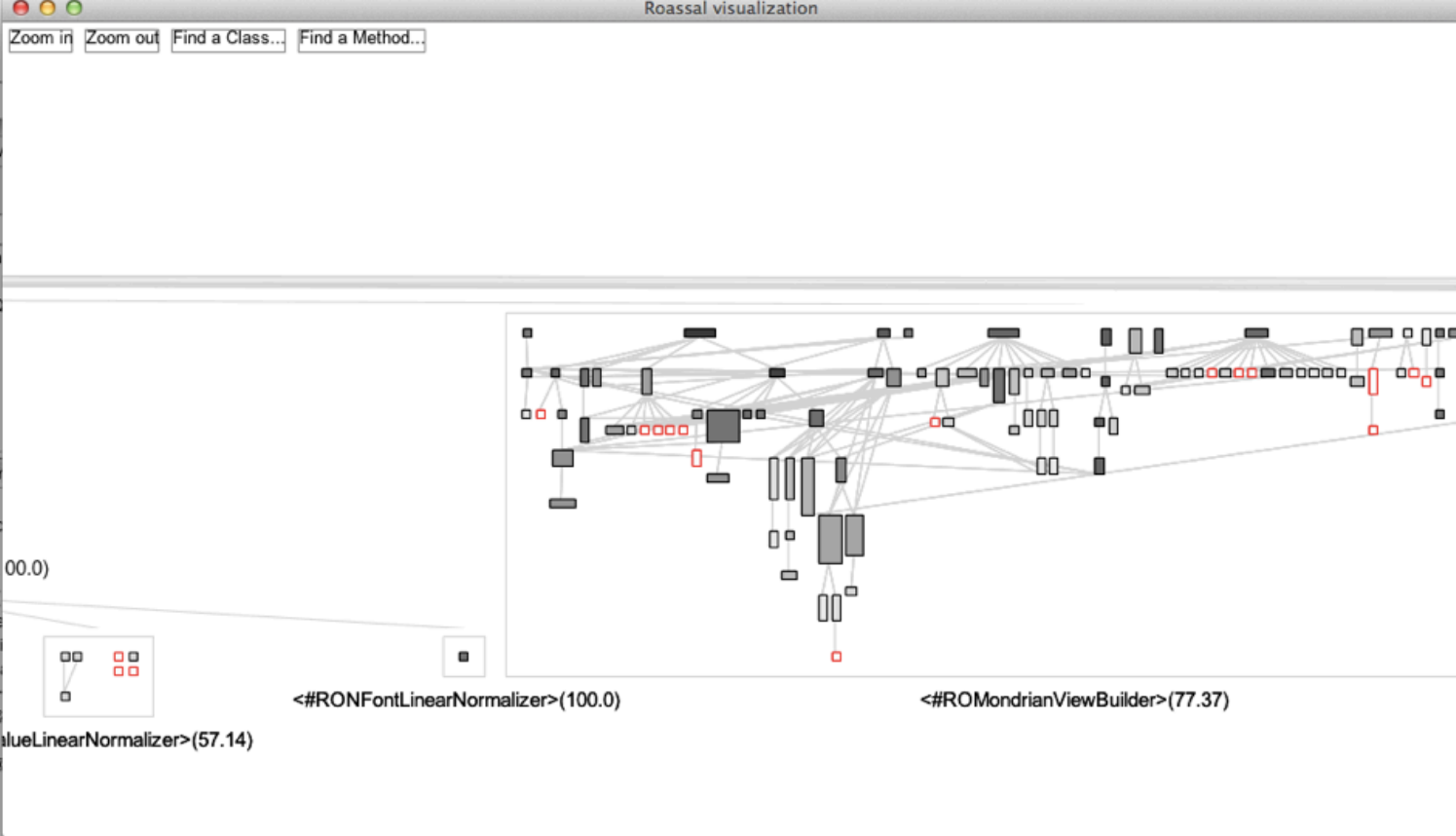
VisualWorks Personal Use /Users/alexandrebergel/vw7.9pul/ima...  
File System Browse Debug Painter Store Tools Window Help  
/Users/alexandrebergel/vw7.9pul/image/work6.im created at June 10, 2013 1:34:19 PM  
/Users/alexandrebergel/vw7.9pul/image/work6.im created at June 10, 2013 3:01:13  
PMprofiling... ended...

VisualLauncher class>> roassallcon

Browser Edit Find View Package Class Protocol Method Tools Help

Find:

Package	Class	Instance	Class	Shared Variable	Instance Variable
Base VisualWorks				accessing	roassallcon
Glom				class initialization	



Visual Source

canvas20x20

\*UIMaskEditor new c

<resource: #image>(00.0)

^CachedImage on: (

put: Graphics.ColorValue

Graphics.ColorValue wh

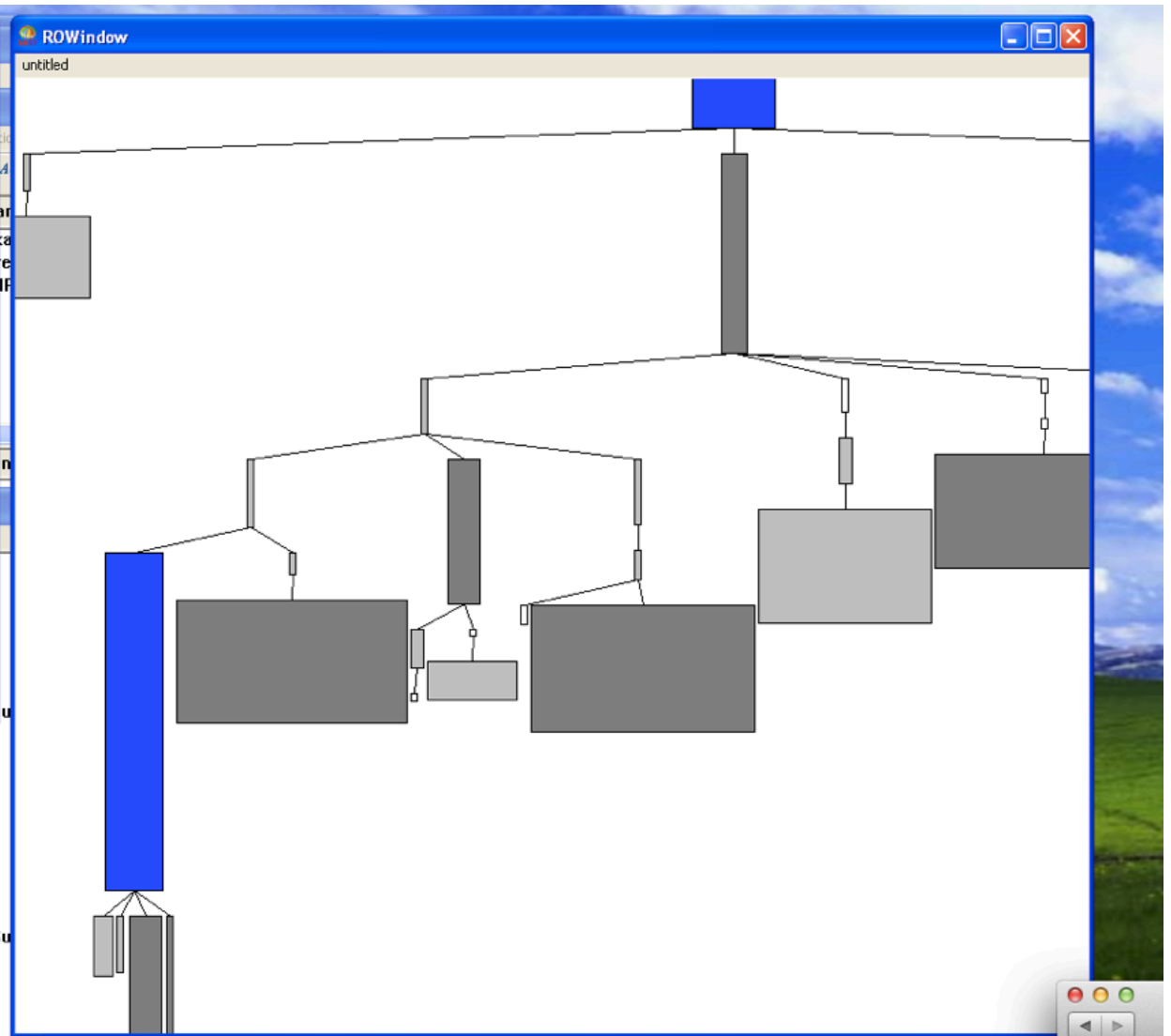
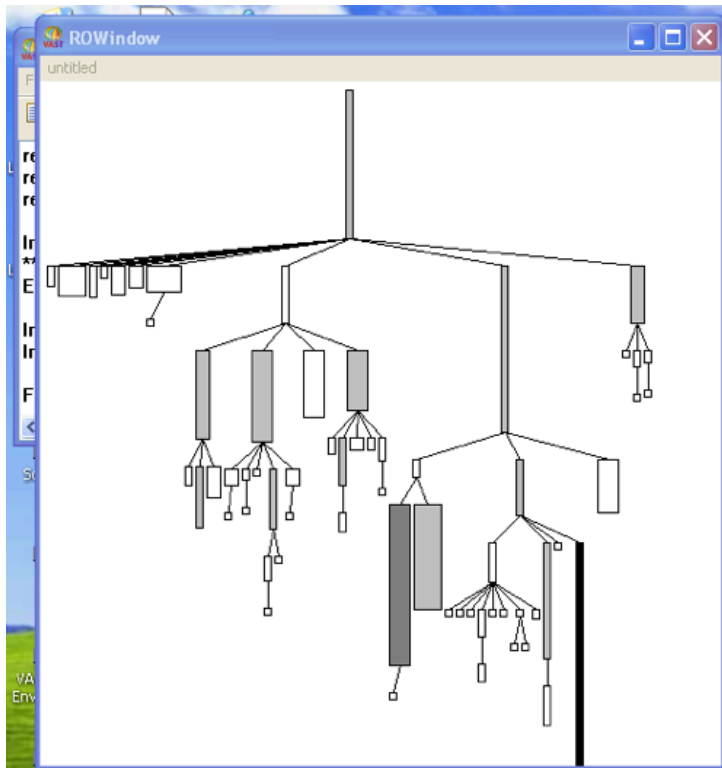
(Graphics.ColorValue sc

H"H"H"H"H"H" @@H"

@@H"HBH"H"DRLBH @

@@H"H"QADQLB@H"lueLinearNormalizer>(57.14)

@@H"H"H"H"H"H" @



```

Working
| view |
view nodes: EtWindow withAllSubclasses.
view edgesFrom: #superclass.
view treeLayout.
view open

| view |
view := ROMondrianViewBuilder new.
view shape rectangle
  height: #numberOfMethods;
  width: [:c | 5 * c numberOfVariables ];
  linearFillColor: #numberOfLinesOfCode within: Collection withAllSu
view nodes: Collection withAllSubclasses.
view edgesFrom: #superclass.
view treeLayout.
view open
  
```

Click Here to Inte

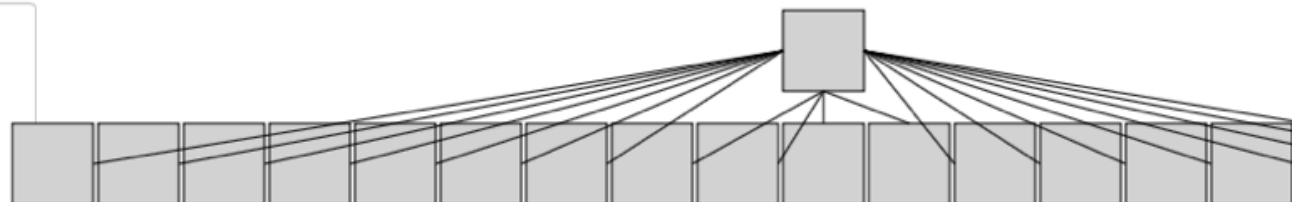
Choose example ▾

Class Browser

```
treeLayout2
"
self new treeLayout
"

| view elements |
elements := ROElement forCollection: (1 to:
20).

elements do: [:n | n extent: 50@50;
addShape: (ROBox new)].
view := ROView new.
view addAll: elements.
```




Transcript Workspace SUnit **Browser: ROElem...** +

ARoassal	ROAnnouncer	*Roassal-Amber-Extentions	absolutePosition
ARoassal-AttachPoint	ROObject	accessing	activateInteractions
ARoassal-AttachPoint-Test	ROContainer	as yet unclassified	addInteraction:
ARoassal-Demo	ROAbstractComponent	drawing	bounds
ARoassal-Event	ROEdge	initialize	drawOn:
ARoassal-Interaction	<b>ROElement</b>	testing	extent
ARoassal-Interaction-Test	ROView		extent:
ARoassal-Layout	ROShape		height
ARoassal-Layout-Test	ROAbstractLineShape		initialize
ARoassal-Raphaeljs	ROLine		isEdge
ARoassal-Test	ROBox		position

Commit Rename Remove Instance Class Comment


```
1 ROAbstractComponent subclass: #ROElement
2   instanceVariableNames: 'position'
3   package: 'ARoassal'
```

Save New class Rename class Copy class Remove class References Dolt Printt Inspectt

<p>× - □ Roassal visualization ▾</p> 	<p>× - □ Workspace ▾</p> <pre>view := ROView new.  el := ROElement new. shape := ROBox green extent: 50 @ 40. el + shape.  view add: el. view open.</pre>
--	---

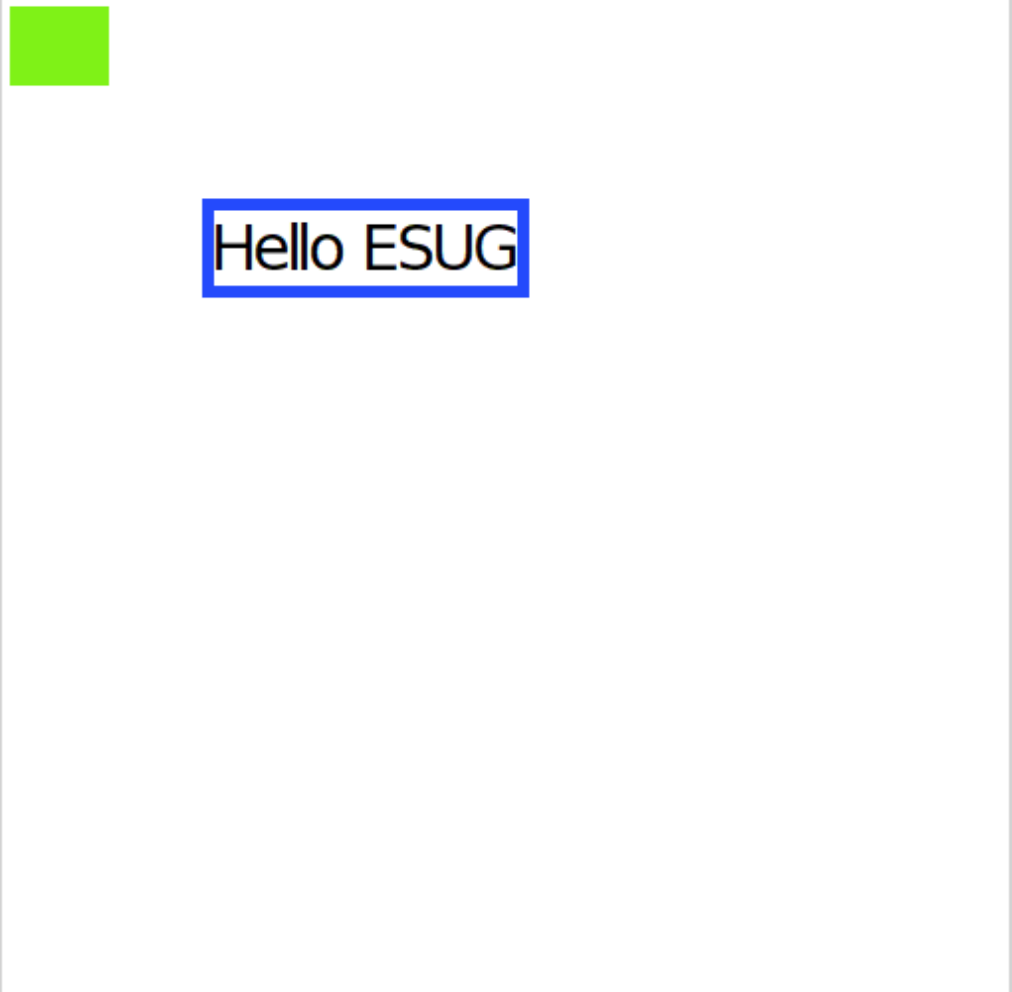


Roassal visualization



Workspace

```
view := ROView new.  
  
el := ROElement new.  
shape := ROBox green extent: 50 @ 40.  
el + shape.  
  
el @ RODraggable.  
el @ (ROMenuActivable  
    item: #beep  
    action: [ :event | Beeper beep ] ).  
  
view add: el.  
view open.
```

<p>Roassal visualization</p> 	<p>Workspace</p> <pre>view := ROView new.  el := ROElement new. shape := ROBox green extent: 50 @ 40. el + shape.  el2 := ROElement new. el2 +   (ROBorder blue strokeWidth: 6) +   (ROLabel new     fontSize: 40;     text: 'Hello ESUG').  el2 translateTo: 100 @ 100.  view add: el; add: el2. view open.</pre>
--	--

The image shows a software interface with two main panels. The left panel, titled "Roassal visualization", displays a simple graphical representation consisting of a long vertical green line on the left and a shorter vertical green line on the right. A grey rectangular box with the text "Object" is positioned between the two lines. The right panel, titled "Workspace", contains a block of code in a programming language, likely Smalltalk, which defines the visual elements and their layout. The code includes variable declarations for 'view', 'el', 'shape', 'el2', and 'shape2', and uses methods like 'add:', 'open:', and 'translateTo:' to construct the visualization.

```
Roassal visualization
```

Object

```
Workspace
view := ROView new.

el := ROElement new.
shape := ROBox green extent:
  (Object numberOfVariables @ Object
  numberOfMethods).
el + shape.
el @ (ROPopup text: 'Object').

el2 := ROElement new.
shape2 := ROBox green extent:
  (ROShape numberOfVariables @ ROShape
  numberOfMethods).
el2 + shape2.
el2 @ (ROPopup text: 'ROShape').

el2 translateTo: 100 @ 100.

view add: el; add: el2.
view open.
```

× - □

Roassal visualization

Object

× - □

Workspace

```
view := ROView new.

shape := ROBox green
        width: [:e | e model numberOfVariables ];
        height: [:e | e model numberOfMethods ].

interaction := ROPopup.
el := ROElement on: Object.
el + shape.
el @ interaction.

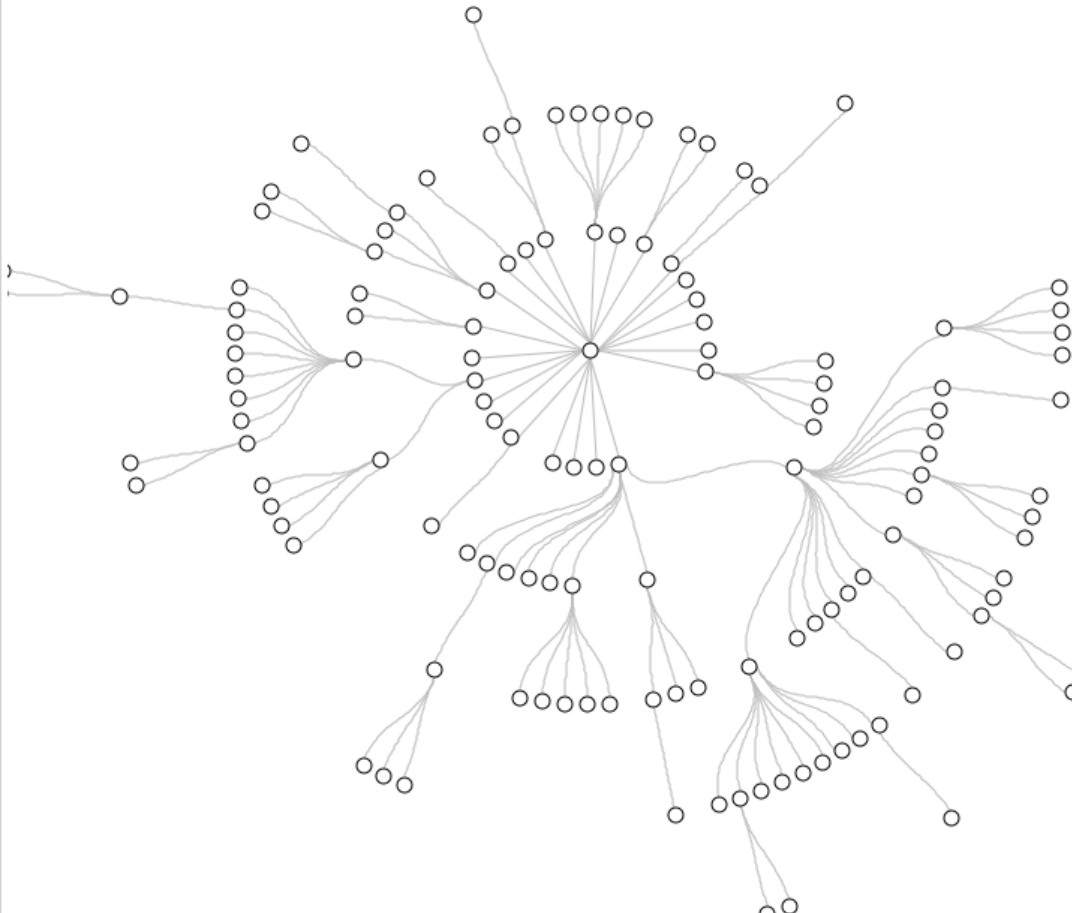
el2 := ROElement on: ROShape.
el2 + shape.
el2 @ interaction.

el2 translateTo: 100 @ 100.

view add: el; add: el2.
view open
```

### Roassal visualization

Save/Open Export Zoom in Zoom out Find... Example... Select Canvas Info...



The visualization shows a central node with approximately 20 children. These children are further divided into several groups, each with its own set of children, creating a dense, radial tree structure. The nodes are represented by small circles, and the connections are thin lines radiating from the center.

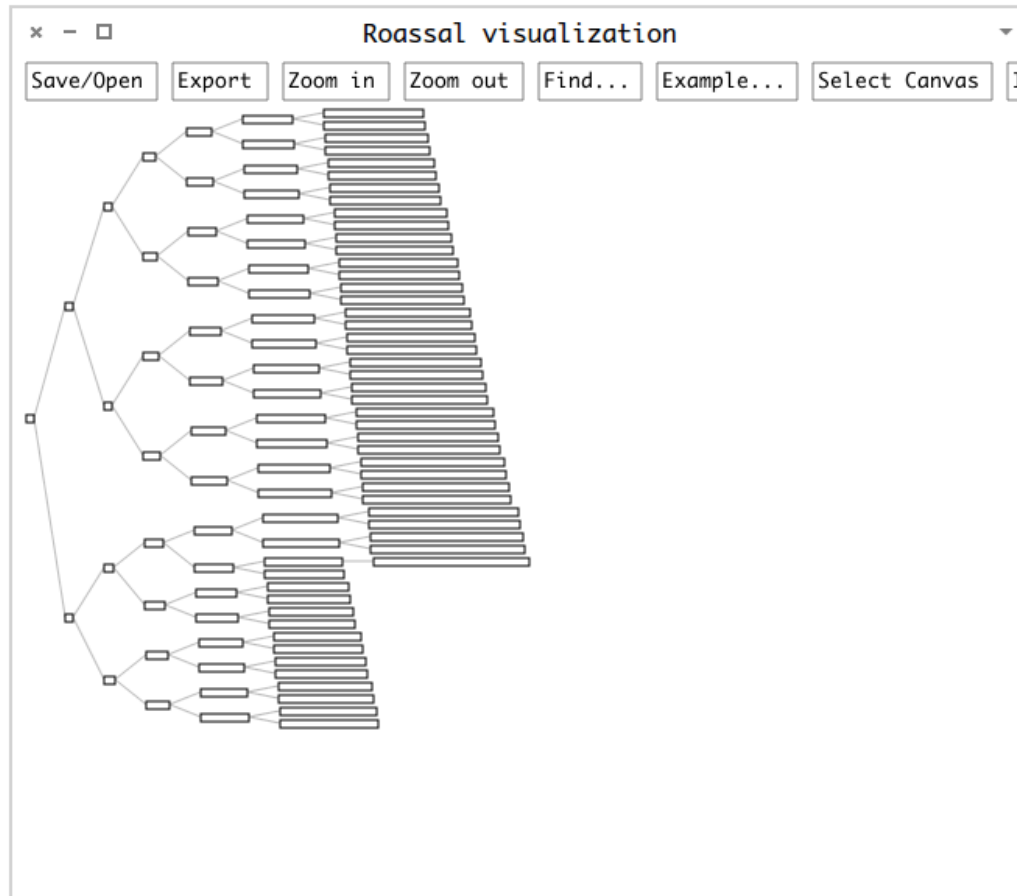
### Roassal Easel Script

```
"Source code: ROMondrianExample>>bezierCurveOn:"
"Preamble. It includes the initialization. "
| view rawView |
rawView := ROView new.
view := ROMondrianViewBuilder view: rawView.
"-----"
"-----"

view shape circle size: 10.
view nodes: (Collection withAllSubclasses).
view shape bezierLine.
view edgesFrom: #superclass.
view radialTreeLayout.
view center.

"-----"
"-----"

"Below is the initiation of the menu and opening the
visualization"
ROEaselMorphic new populateMenuOn: view.
view open
```



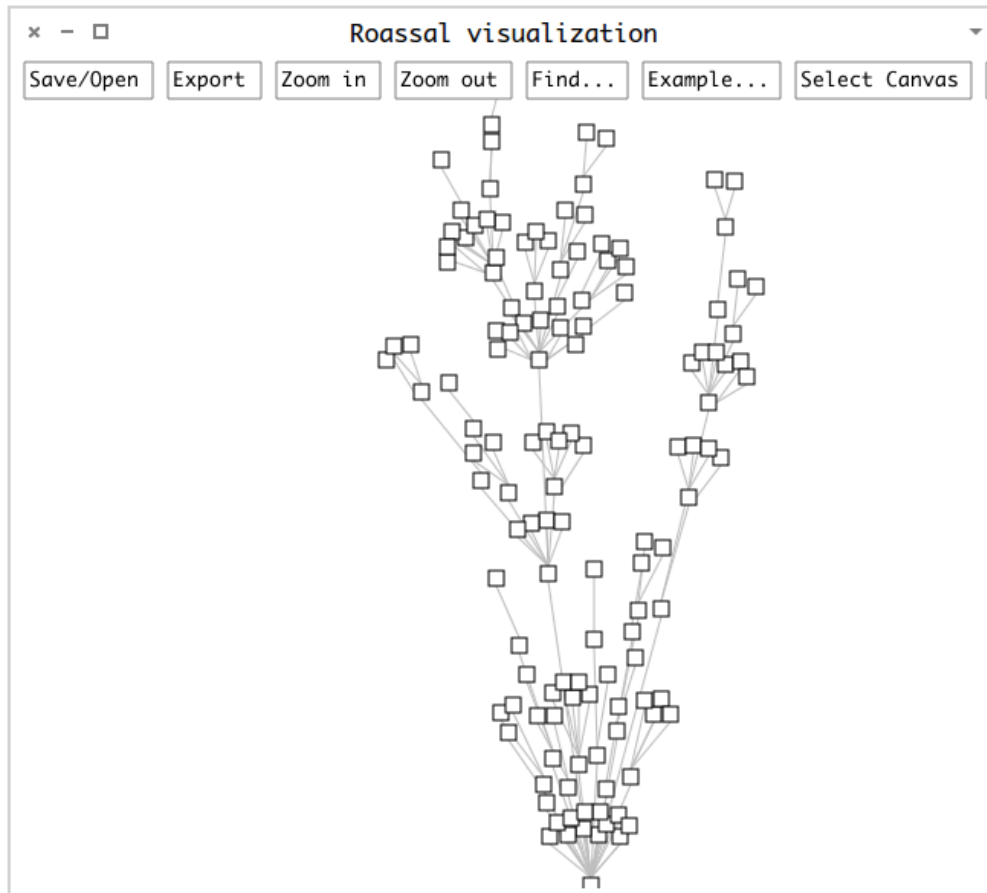
Roassal Easel Script

```
"Source code:
ROMondrianExample>>horizontalTreeLayoutNoLayeredOn:"
"Preamble. It includes the initialization. "
| view rawView |
rawView := ROView new.
view := ROMondrianViewBuilder view: rawView.
"-----"
"-----"

view shape rectangle width: #yourself.
view nodes: (1 to: 100).
view edgesFrom: [:x | x // 2 ].
view horizontalTreeLayout.

"-----"
"-----"

"Below is the initiation of the menu and opening the
visualization"
ROEaselMorphic new populateMenuOn: view.
view open
```



```
Roassal Easel Script

layout fix: event element at: event element position.
layout iterationsToSendEvent: 10.
layout on: ROLayoutStep do: [ :ev | view raw
signalUpdate. World doOneCycle ].
    view layout: layout.
    view applyLayout ].

view shape rectangle size: 10.
view nodes: (Collection withAllSubclasses).
view edgesFrom: #superclass.

layout := ROForceBasedLayout new.
layout fix: (view nodes last) at: 450@450;
    gravityAt: 437@38 .

view layout: layout.

"-----"
"-----"
"Below is the initiation of the menu and opening the
visualization"
ROEaselMorphic new populateMenuOn: view
```

# Demo time

---

ROMondrianExample>>dynamic3

ROMondrianExample>>miniMapOn:

Smart Browser

Visual ID

Spline

Hierarchical Bundle Edges



# Scalability

Exporter PNG, SVG

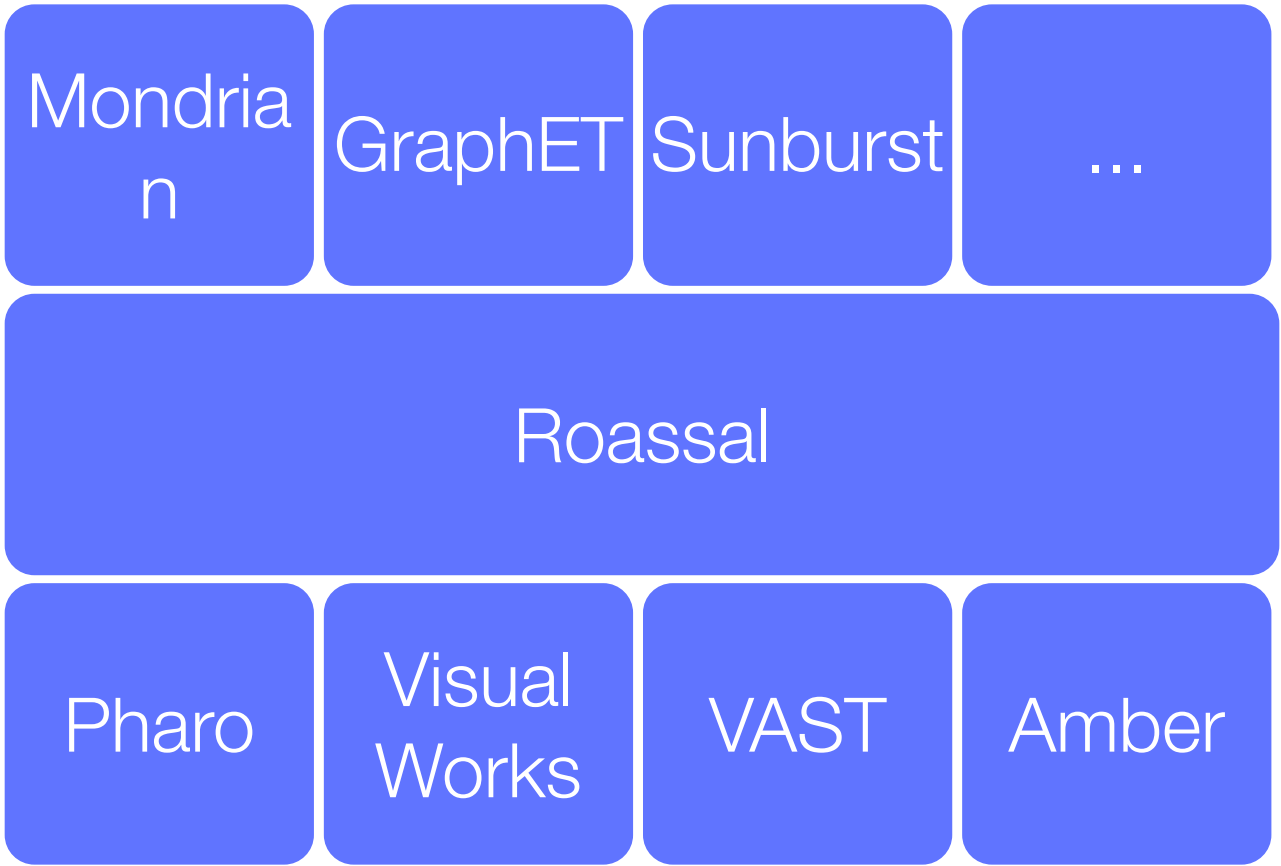
Smooth zooming in/out

Extended set of tests

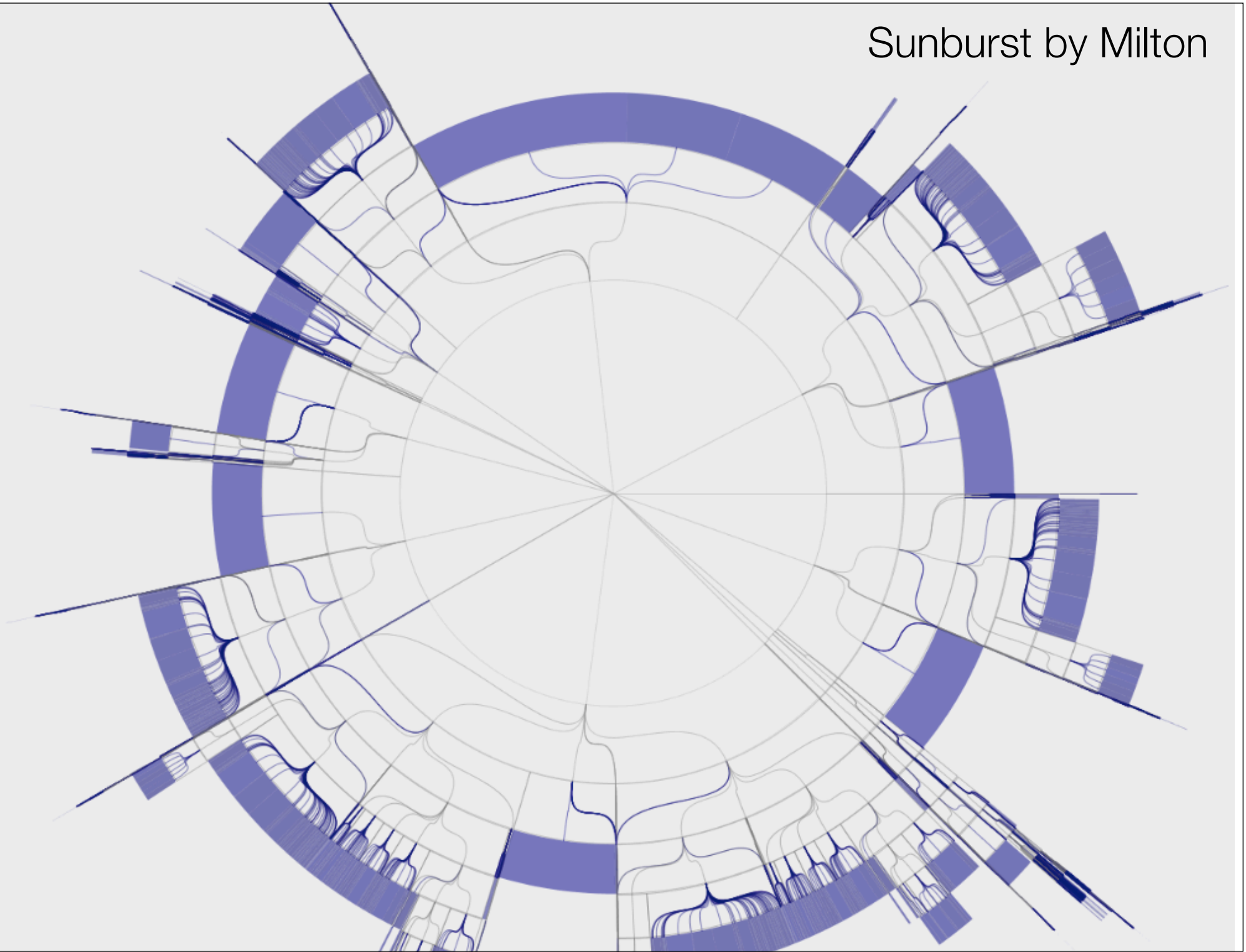
Many layouts

Cairo / Athens support

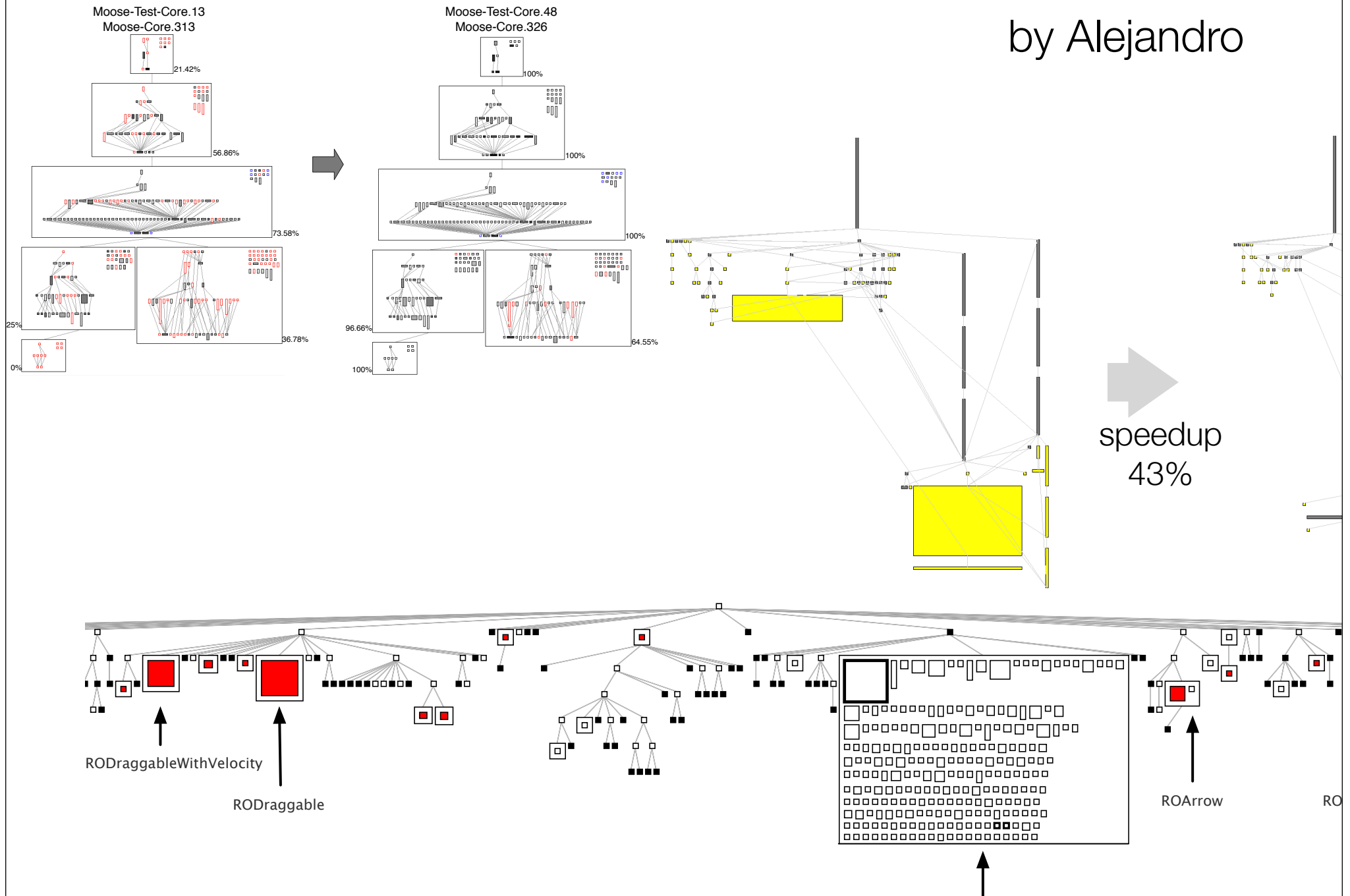
Integration with GraphViz



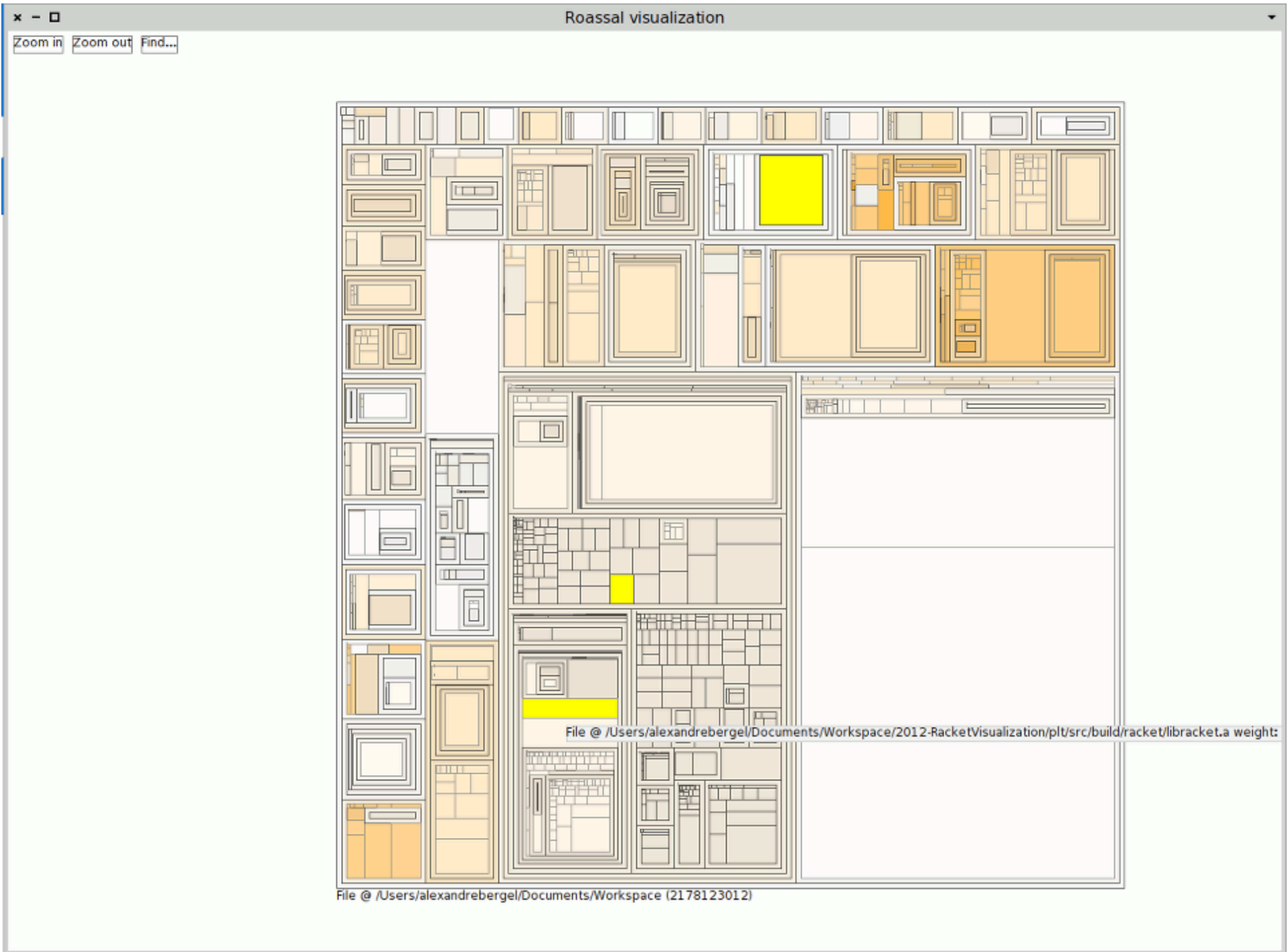
# Sunburst by Milton



# Application to visualize execution by Alejandro



# TreeMap, in QuickSilver, by Dennis Schenk



# Sunburst by Milton and Ronie

The image displays a complex IDE environment with several overlapping windows:

- Roassal 3d (Top Right):** A 3D visualization of a city with blue and red buildings.
- Roassal visualization (Top Left):** A class browser showing a hierarchy of classes like `Roassal3d-Builder-Tests`, `Roassal3d-Builder`, and `Roassal3d-Math`.
**Roassal visualization (Middle Left):** A zoomed-in class browser showing more details of the `Roassal3d` package structure.- Roassal 3d (Middle Center):** A 3D view of a city with grey buildings.
- Test Runner (Middle Right):** A window showing test results, including a list of tests and their pass/fail status.
- Code Editor (Bottom Center):** A window showing the source code for `R3Example >> #gridLayout`. The code includes:

```
self new GridLayout
  |
  | view elements |
  | view := R3View new.
  | view camera translateUp: 3.
  | view camera rotateRight: 90.
  |
  | elements := OrderedCollection new.
  | (1 to: 100) do: [ :id |
  |   | el |
  |   | el := R3CubeShape new element.
  |   | elements add: el.
  |   | view add: el
  | ].
  |
  | R3XZGridLayout on: elements.
  |
  | view addInteraction: R3MouseControl new.
  | view addInteraction: R3KeyControl new.
  | view open
```
- Roassal 3d (Bottom Left):** A 3D view of a city with grey buildings.
- Roassal 3d (Bottom Right):** A 3D view of a city with grey buildings.

The IDE interface includes various toolbars, a status bar at the bottom, and a list of open files on the left side.



Agile Visualization  
with Roassal

Scripting Visualizations  
with Mondrian



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