InterViews
Graphical User Interface Toolkit

- provides a variety of interactive objects such as menus, scroll bars, buttons, structured text and graphics
- composition objects are used to arrange interactive objects into complete user interfaces
- implemented in C++, AT&T's object-oriented extension to C
- runs on DEC, Sun, HP, and Apollo workstations on top of X10 and X11

OVERVIEW OF INTERVIEWS APPLICATIONS AND OBJECTS

Applications:

alert	dialog box containing a message
dclock	digital clock
graphics	structured graphics demo program
idraw	object-oriented drawing editor
istat	workstation statistics display
iwm	customizable window manager
mailbox	display of incoming mail
pages	structured text demo program
remind	reminder service using *alert*
squares	general InterViews demo program

Basic library objects:

Bitmap	bitmap object
Canvas	region for graphical output
Cursor	pointing device representation
Painter	graphics context and operations
Perspective	visible portion of an Interactor
Resource	base class for shared objects
PropertySheet	manages customization attributes
Rubberband	rubberbanding graphical objects
Sensor	specifies an Interactor's interest in input events
Shape	specifies an Interactor's preferred dimensions, stretchability, and shrinkability
Transformer	transformation matrix

Interactive objects:

Adjuster	buttons for scrolling and zooming
Banner	one-line title bar
Border	graphical separators
Button	interactive buttons, including *PushButton*, *RadioButton*, *TextButton*, and *CheckBox*
Interactor	base class for interactive objects
Menu	general menu object
Message	Interactor containing a line of text
Panner	Interactor for scrolling in two dimensions
Scroller	Interactor for scrolling in one dimension

Composition objects:

Box	tiles Interactors to fit available space
Deck	a stack of Interactors
Frame	outlines an Interactor
Glue	variable-size space between composed Interactors
Scene	base class for composition objects
Tray	supports arbitrary or constrained composition
Viewport	scrolls and zooms an Interactor
World	root Scene

Text Objects:

Layout	structured text layout
StringEdit	single-line interactive string editor
Text	structured text objects, including *Word*, *Whitespace*, *LineBreak*, *Clause*, *Sentence*, *Paragraph*, and *Display*
TextBlock	an Interactor containing structured text
TextViewer	array of text lines

Graphics objects:

Damage	manages and repairs damage to Graphics
Graphic	persistent structured graphics objects, including *Point*, *Line*, *Rectangle*, *Ellipse*, *Polygon*, *BSpline*, *Label* and *Picture*
GraphicBlock	an Interactor containing a Graphic
Persistent	general persistent object class

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