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São Paulo - Brazil

Rethinking Online Code Editors for Supporting Time-based Web Documents

Rodrigo Laiola Guimarães (IBM Research | Brazil)

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<http://vimeo.com/36579366>

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- There are a number of Web playgrounds for prototyping HTML, CSS and JavaScript

w3schools.com



CODEPEN



JS Bin

In this work...

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- Our proof of concept has been developed using many open source libraries, and currently it works in modern Web browsers (e.g., Safari, Firefox and Chrome)

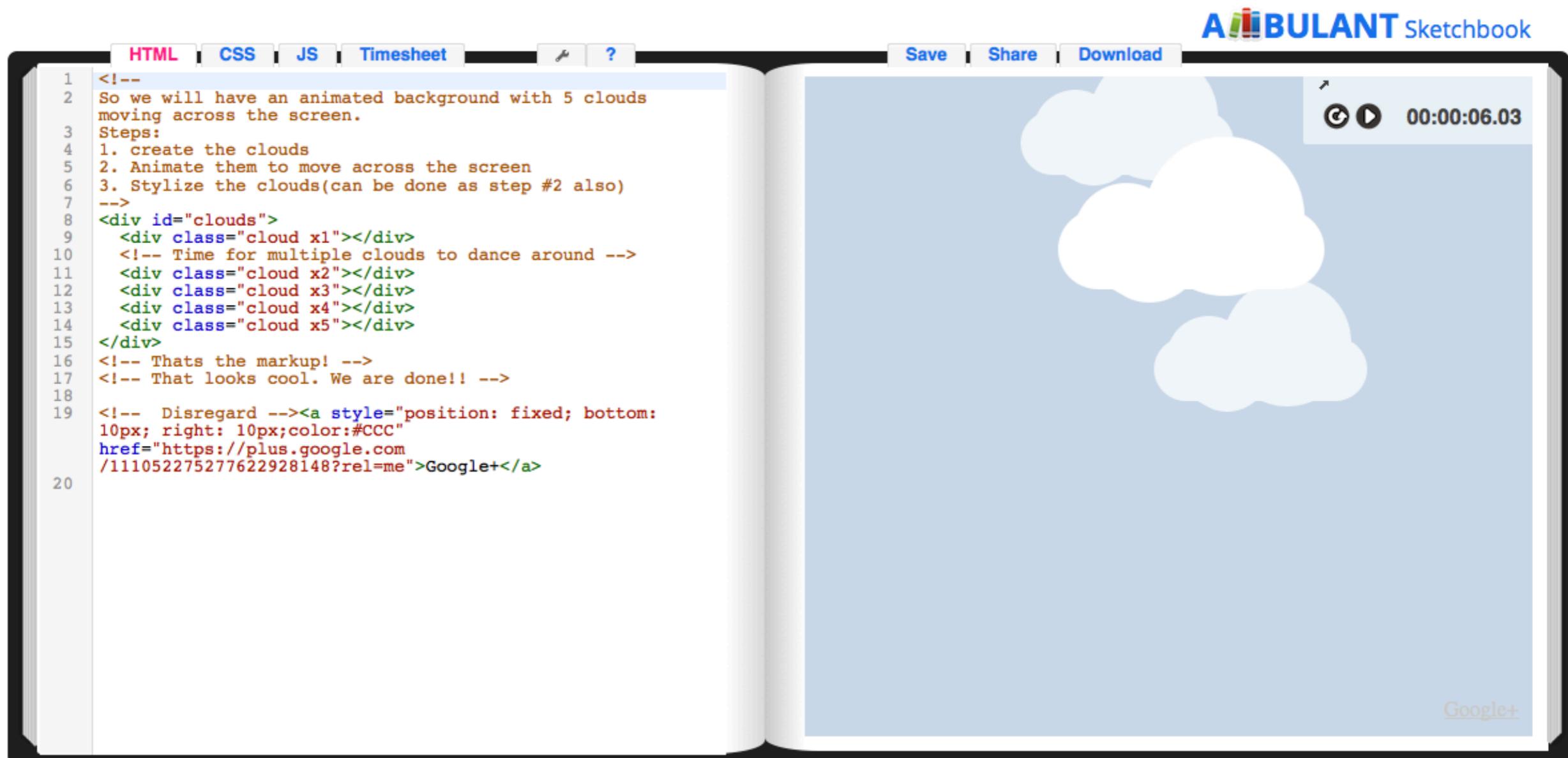
In this work...

- We go a step further by giving special attention to the **temporal aspect** (e.g. preserving presentation state between code changes)
- Our proof of concept has been developed using many open source libraries, and currently it works in modern Web browsers (e.g., Safari, Firefox and Chrome)
- Main functionalities: immediate feedback, coding assistance, playback control and programmatic visualization

Demo Video

User Interface

User Interface



User Interface



User Interface



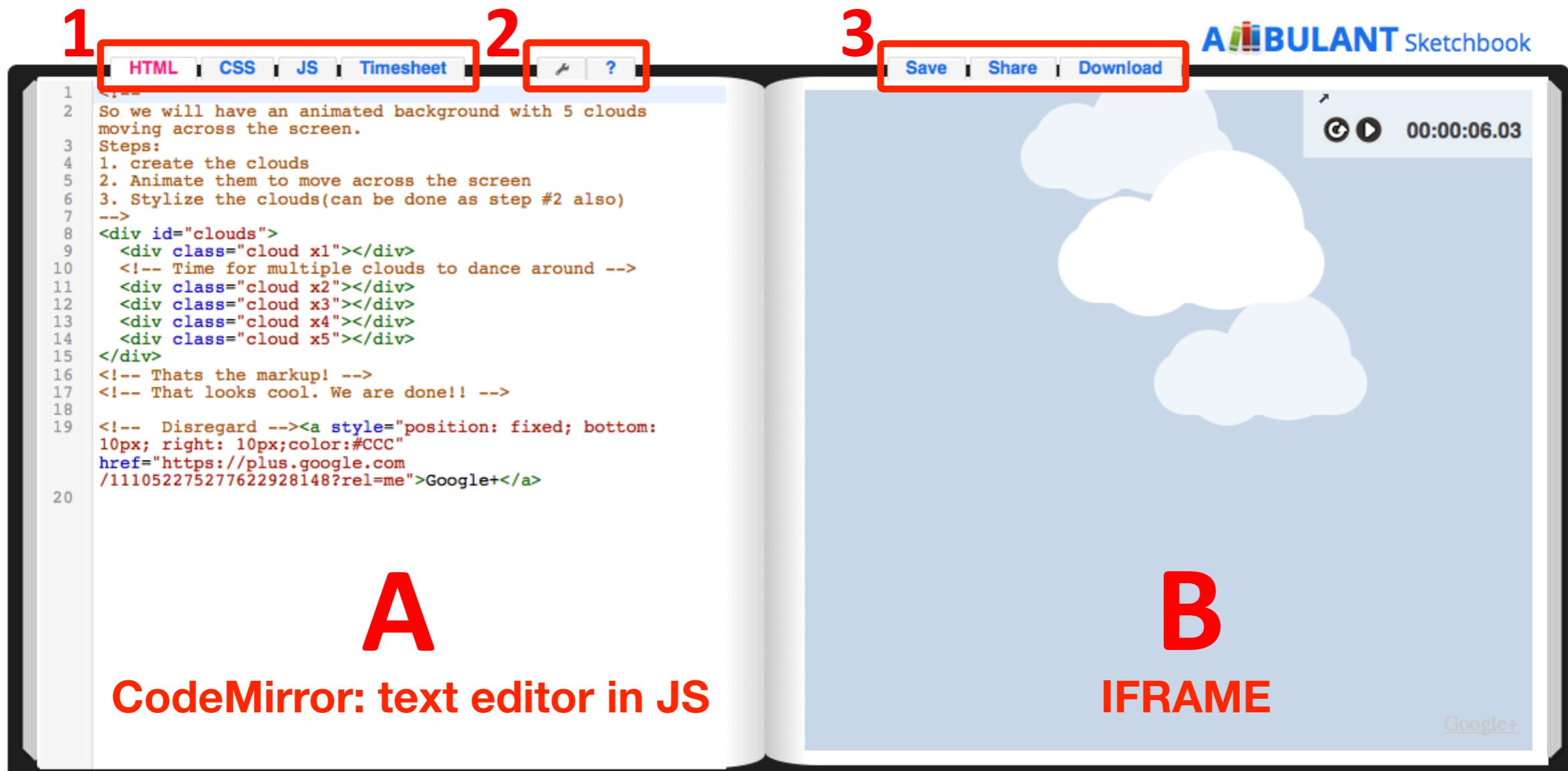
User Interface



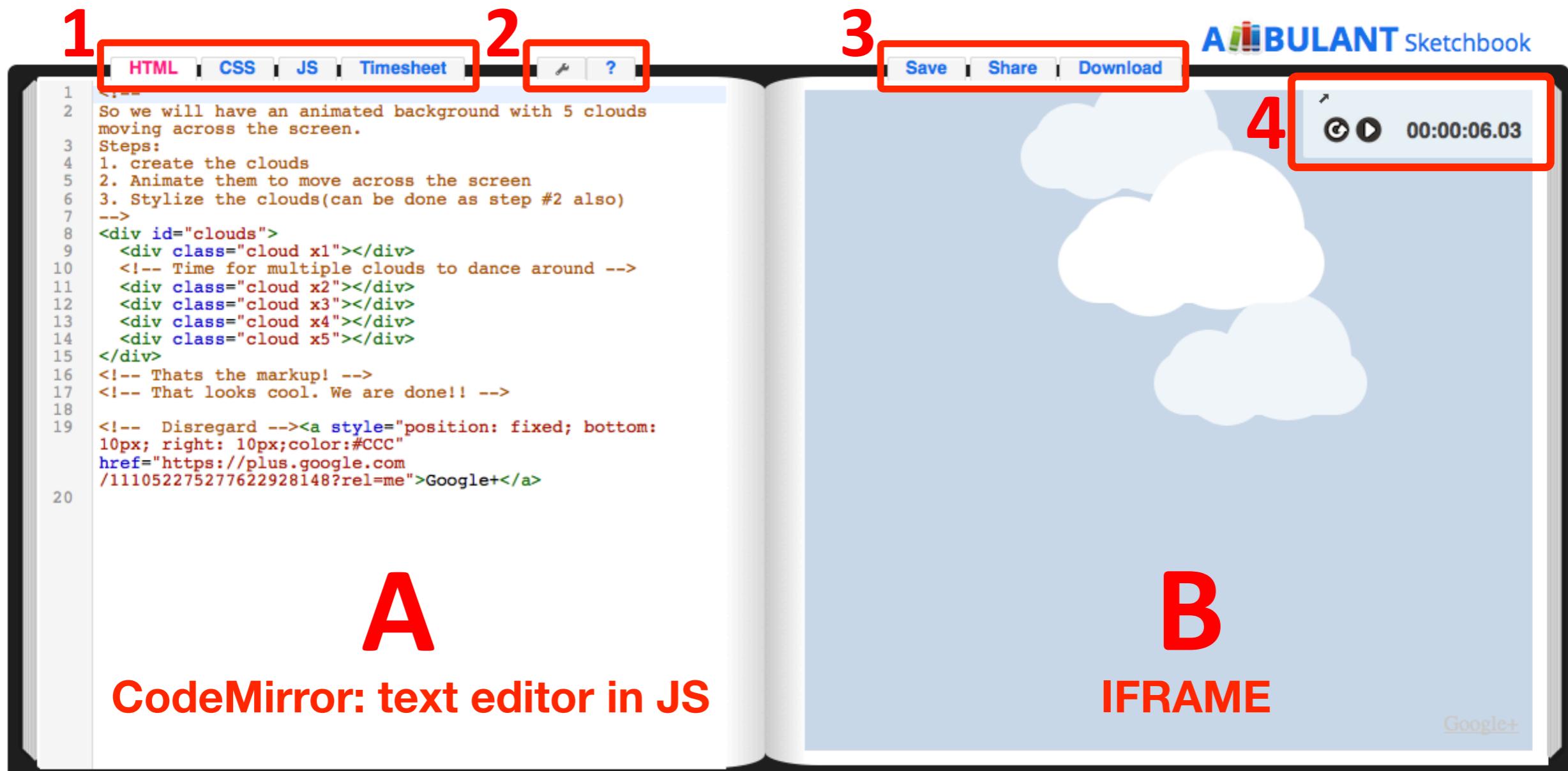
User Interface



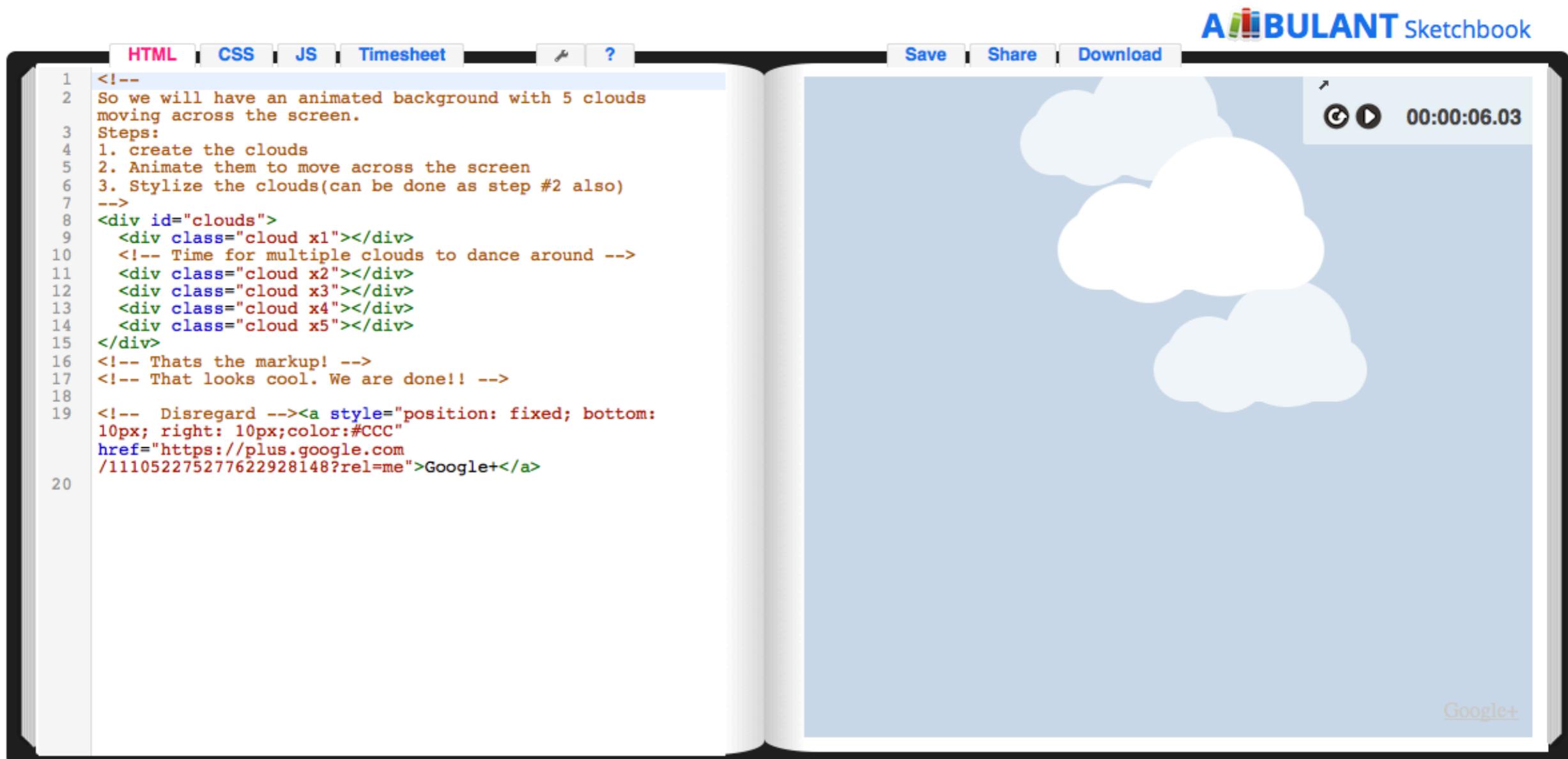
User Interface



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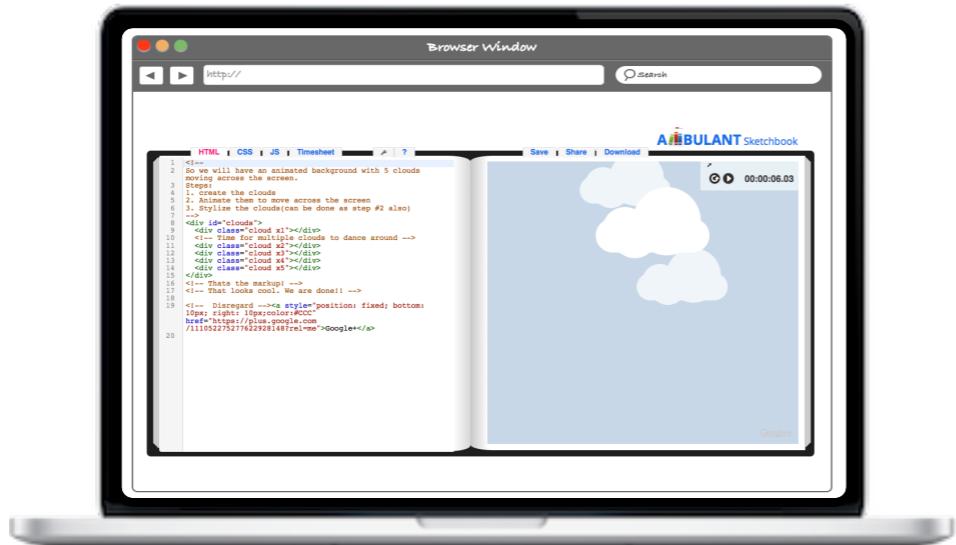


Infrastructure



Infrastructure

code editor



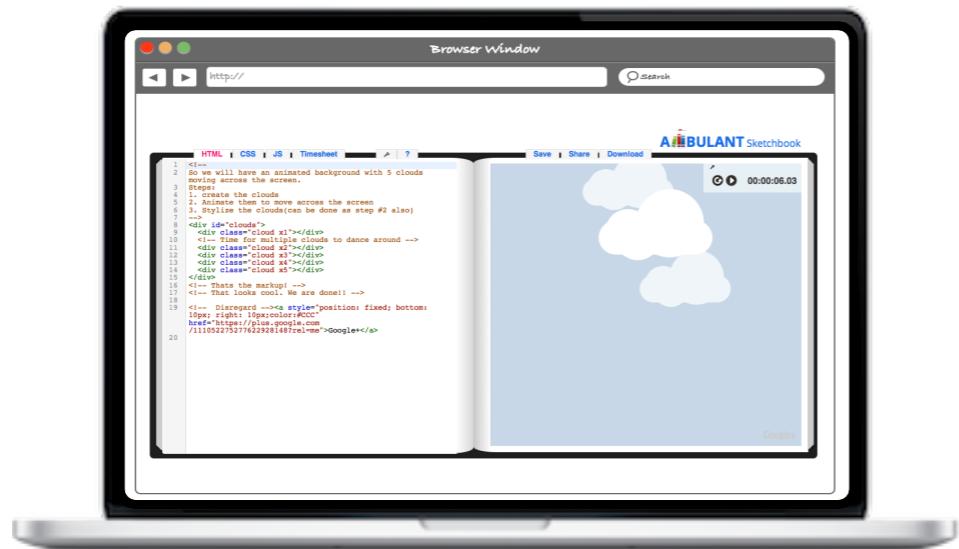
code previewer (local)

Infrastructure

web server

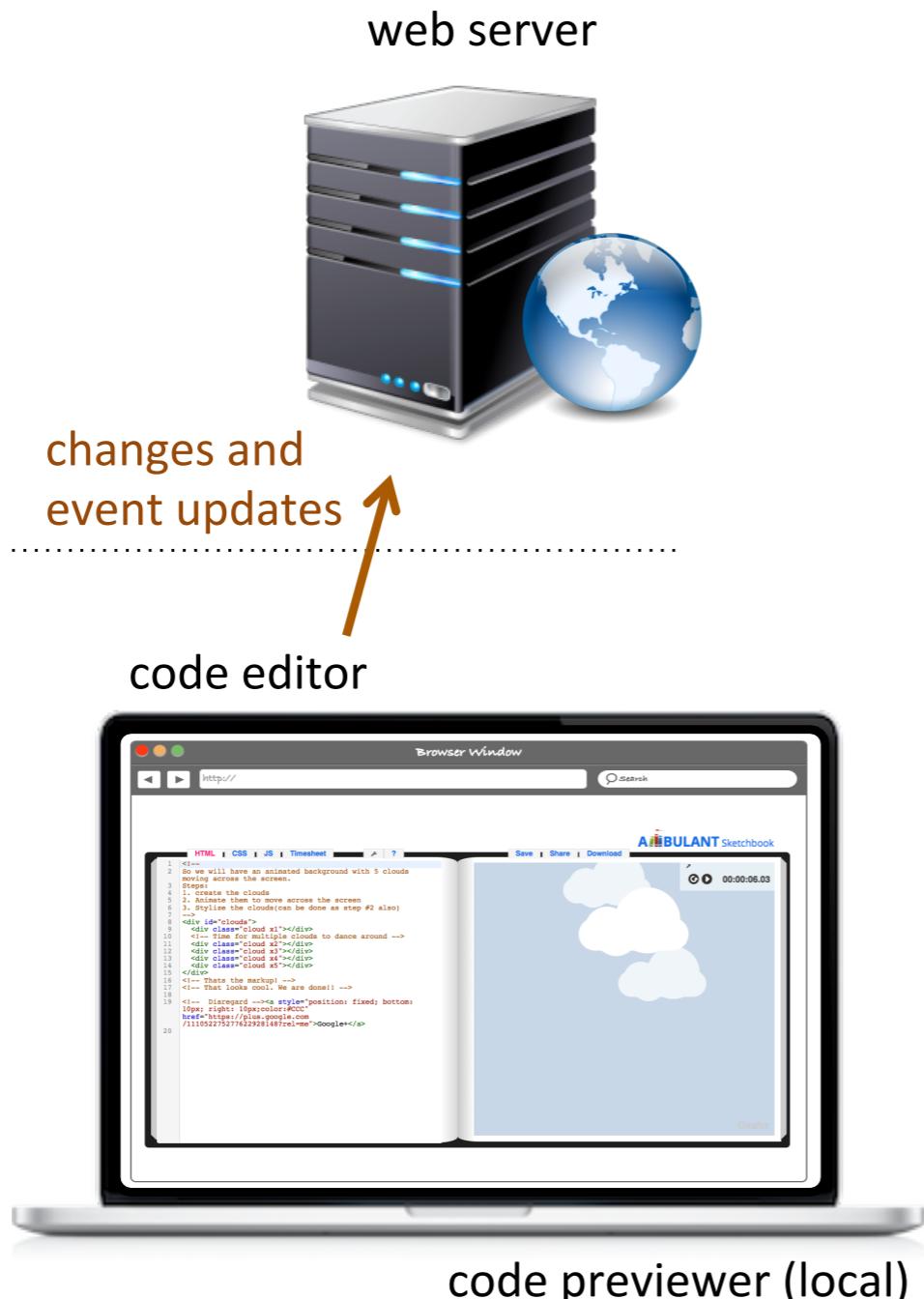


code editor

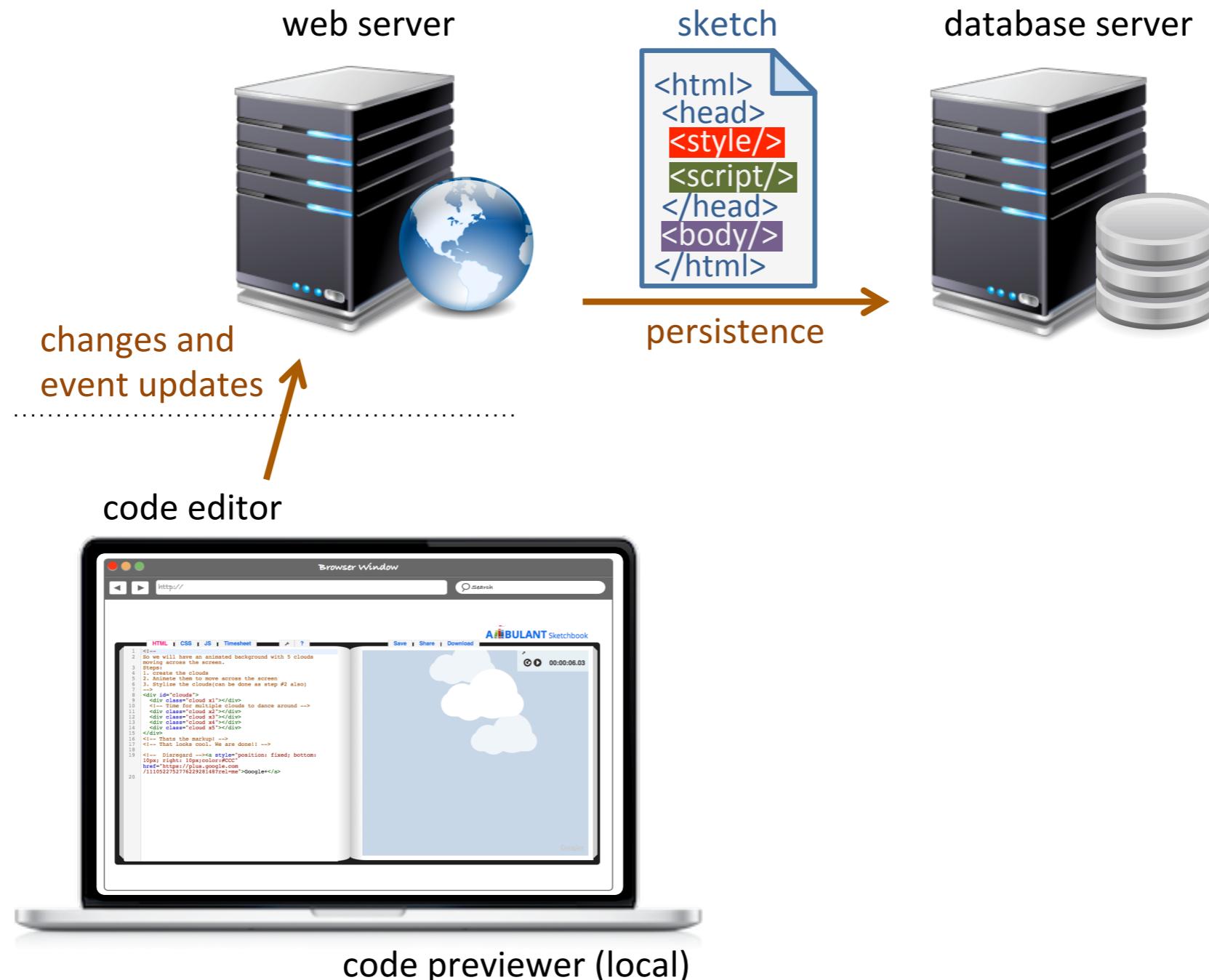


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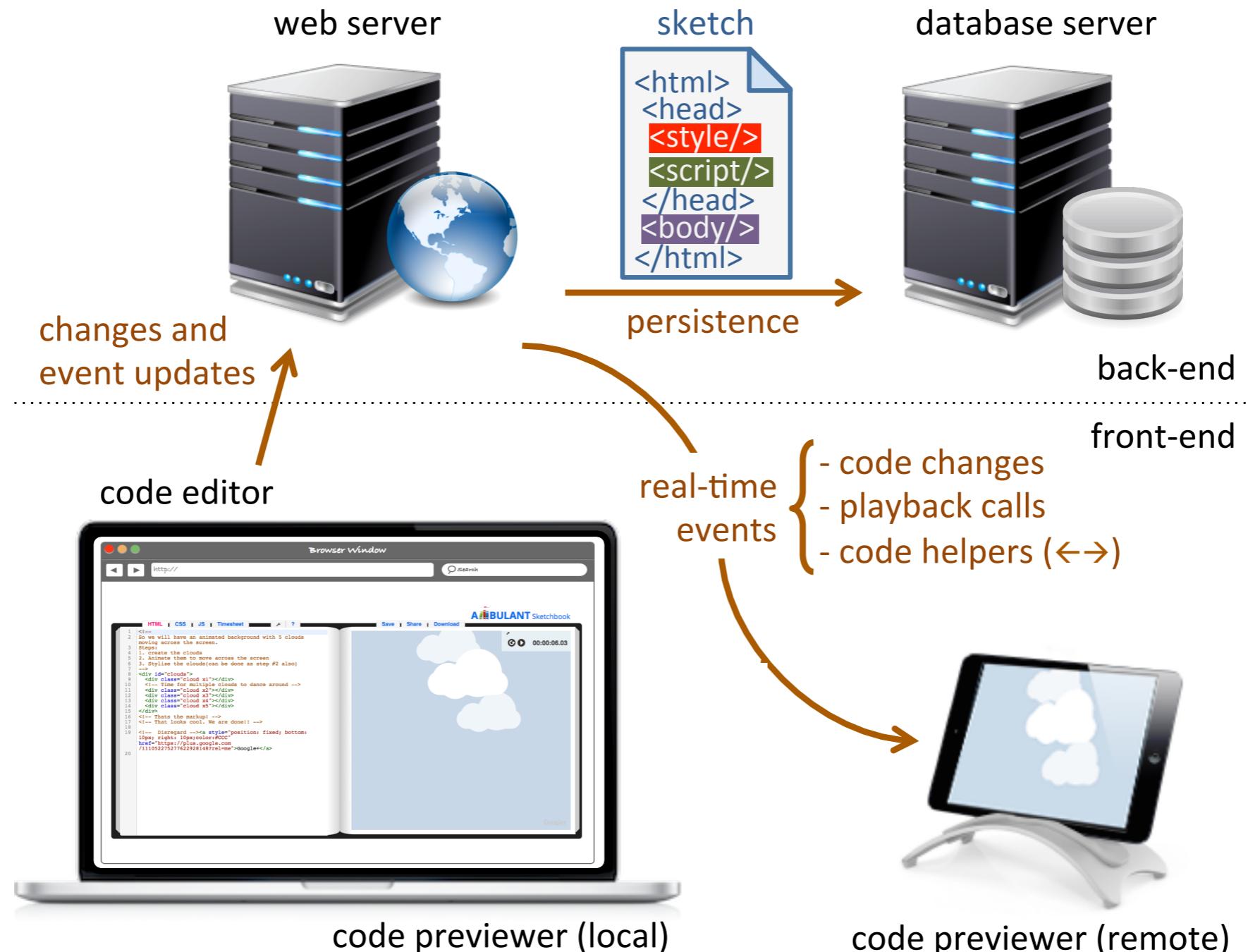
Infrastructure



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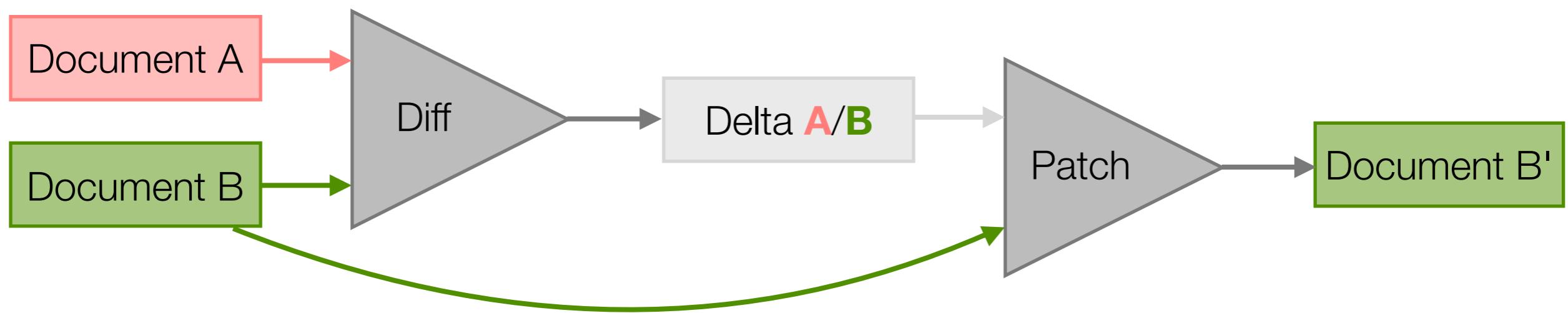
Infrastructure



Implementation: Code Changes

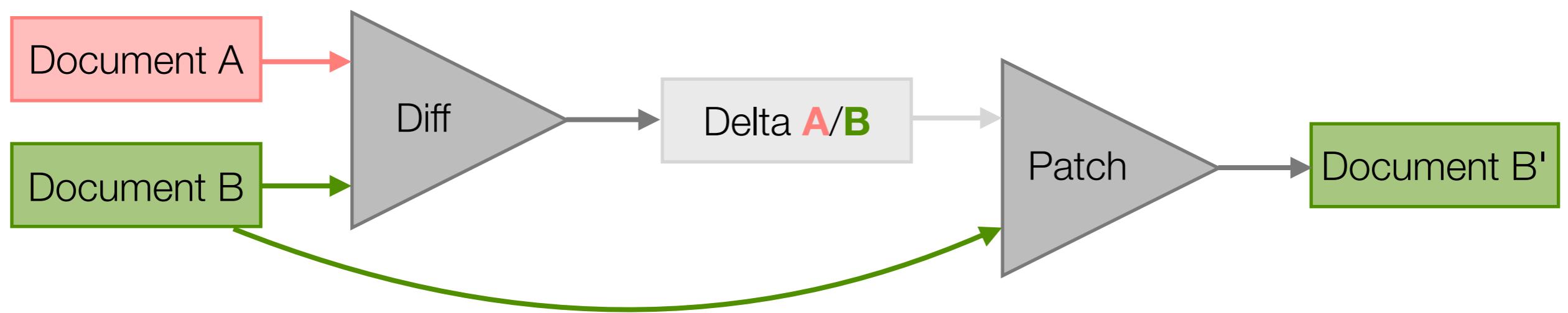
Implementation: Code Changes

- HTML



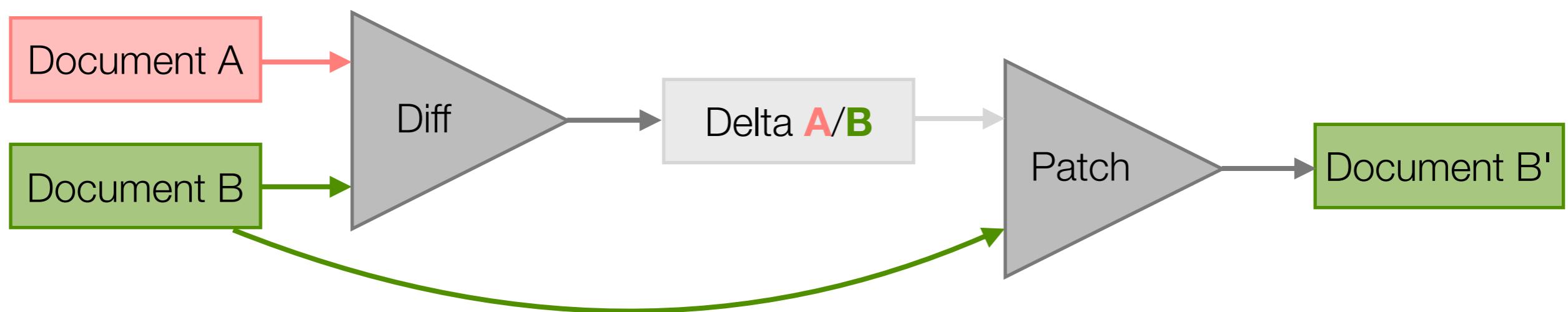
Implementation: Code Changes

- HTML diffDOM: A JavaScript diffing algorithm for DOM elements

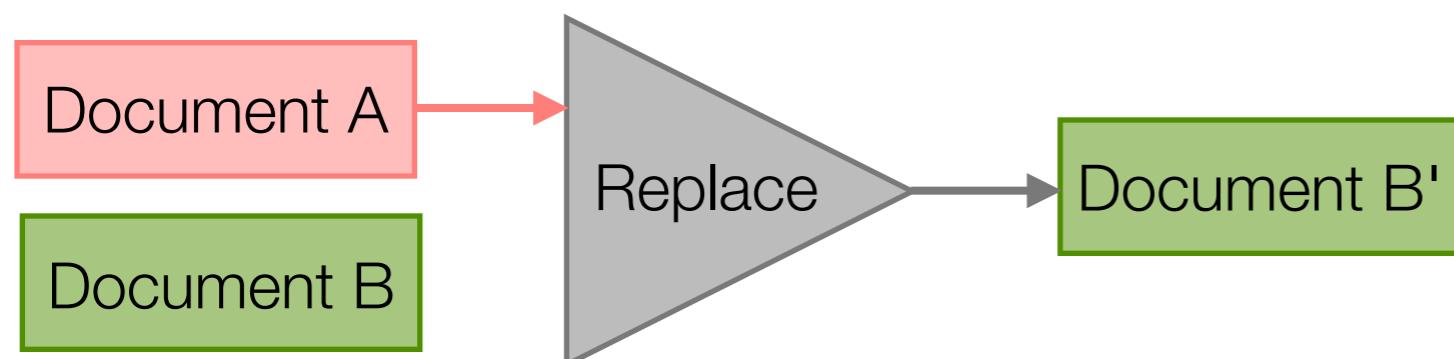


Implementation: Code Changes

- HTML diffDOM: A JavaScript diffing algorithm for DOM elements



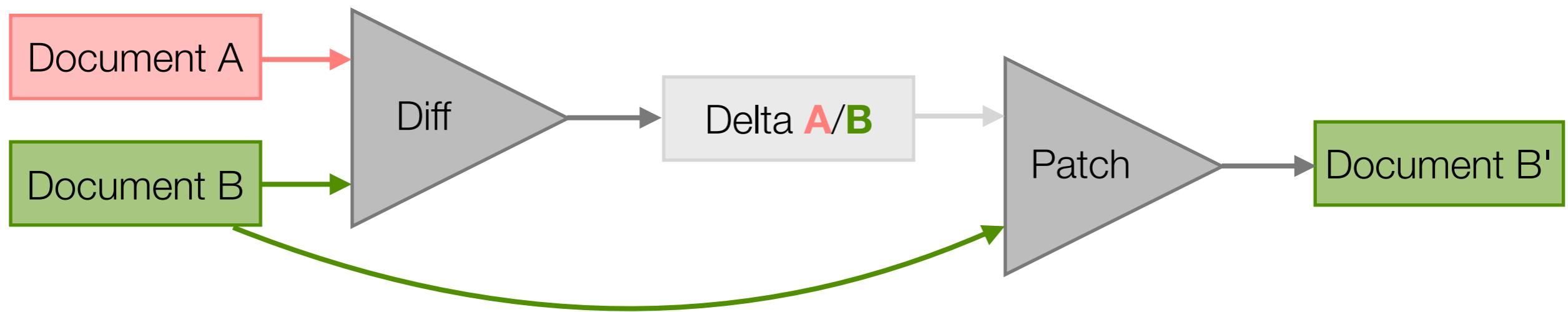
- CSS



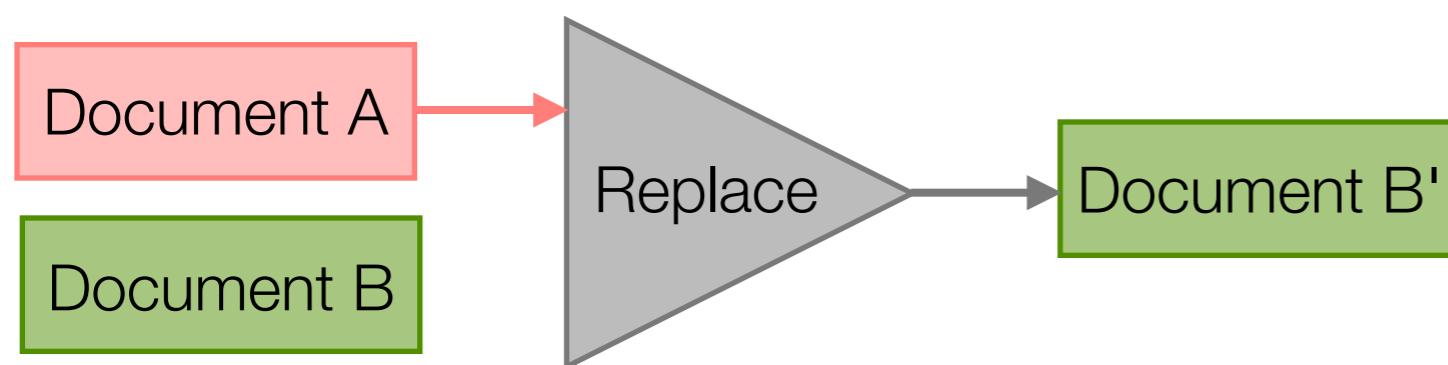
Implementation: Code Changes

- HTML

diffDOM: A JavaScript diffing algorithm for DOM elements



- CSS

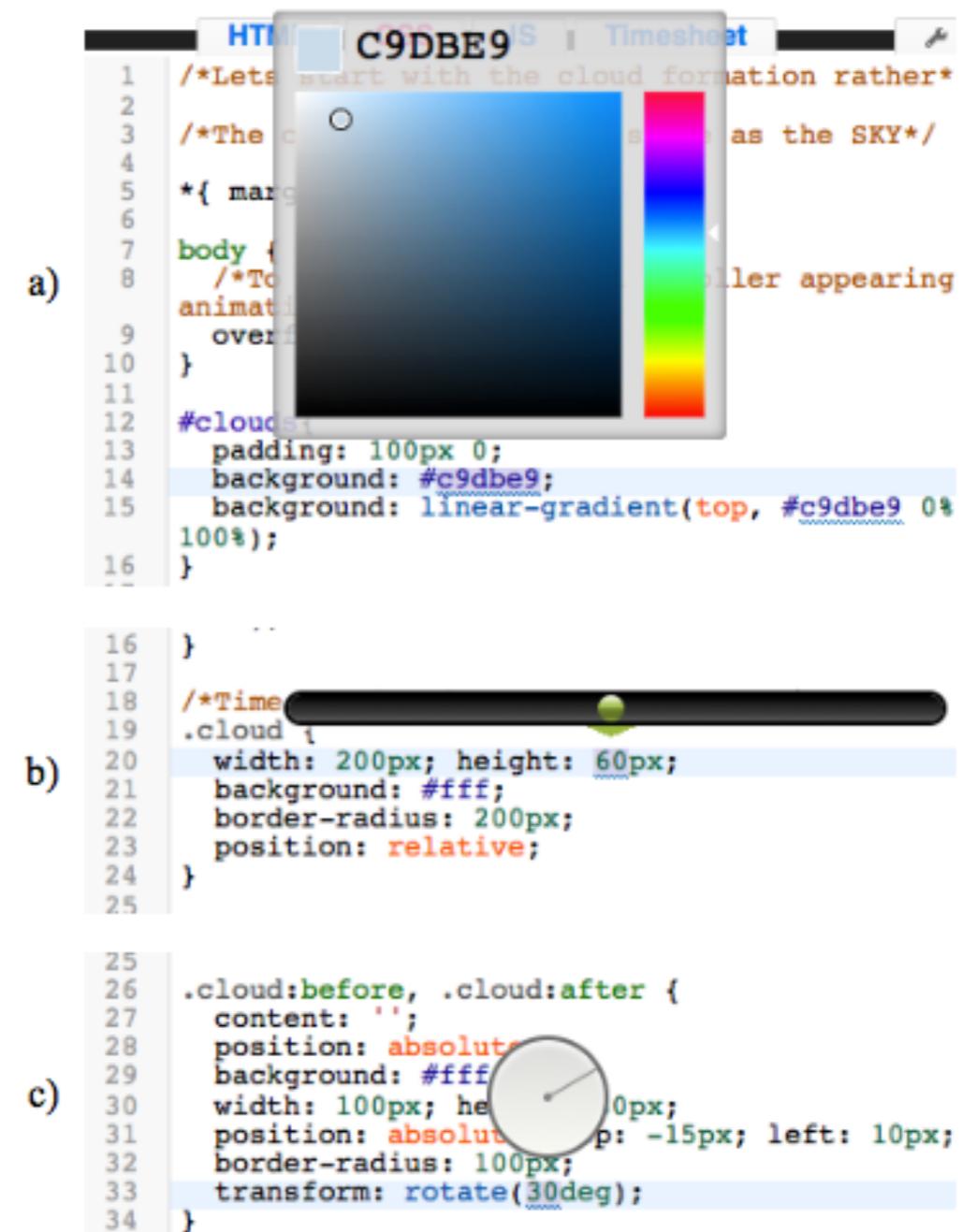


- JavaScript —> still to be done! (very hard)

Implementation: Helpers

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- Contextual helpers can facilitate the authoring process:
 - a) color picker
 - b) slider and
 - c) angle picker



The image shows a code editor interface with three numbered examples (a), (b), and (c) demonstrating the use of contextual helpers.

a) A color picker is shown over a line of CSS code. The code defines a background gradient for a div element:

```
1  /*Let's start with the cloud formation rather*/
2  /*The clouds are the first thing we see as the SKY*/
3  *{ margin: 0; padding: 0; }
4  body { font-family: sans-serif; font-size: 1em; }
5  #clouds { width: 100%; height: 100%; position: relative; }
6  #clouds::before, #clouds::after { content: ''; position: absolute; width: 100px; height: 100px; border-radius: 50%; background-color: #fff; background: linear-gradient(to right, #c9dbe9 0%, #fff 100%); transform: rotate(30deg); }
```

b) A slider is shown over another line of CSS code. The code defines a large circular div element:

```
1  /*Time to add some clouds to the sky*/
2  .cloud { width: 200px; height: 60px; background: #fff; border-radius: 200px; position: relative; }
3  .cloud::before, .cloud::after { content: ''; position: absolute; width: 100px; height: 100px; border-radius: 50%; background-color: #fff; background: linear-gradient(to right, #c9dbe9 0%, #fff 100%); transform: rotate(30deg); }
```

c) An angle picker is shown over a line of CSS code. The code defines a circular clock-like element:

```
1  /*Time to add some clouds to the sky*/
2  .cloud { width: 200px; height: 60px; background: #fff; border-radius: 200px; position: relative; }
3  .cloud::before, .cloud::after { content: ''; position: absolute; width: 100px; height: 100px; border-radius: 50%; background-color: #fff; background: linear-gradient(to right, #c9dbe9 0%, #fff 100%); transform: rotate(30deg); }
```

Implementation: Helpers

- Contextual helpers can facilitate the authoring process:
 - a) color picker
 - b) slider and
 - c) angle picker
- Inlet: JavaScript plugin for CodeMirror

The image shows a screenshot of a code editor with three numbered examples (a), (b), and (c) demonstrating contextual helpers.

a) A color picker is shown over a line of CSS code. The code defines a background gradient for a div with the ID 'cloud'. The color #c9dbe9 is highlighted, and a color picker interface is overlaid, showing a color wheel and a vertical color bar.

```
1  /*Let's start with the cloud formation rather*/
2  /*The c
3  *{ margin
4  body {
5    /*To
6    animat
7    overf
8  }
9
10 #cloud
11
12
13 padding: 100px 0;
14 background: #c9dbe9;
15 background: linear-gradient(top, #c9dbe9 0%
16 100%);
```

b) A slider is shown over a line of CSS code defining a div with the class 'cloud'. The width property is highlighted, and a horizontal slider with a green track and a green dot is overlaid.

```
16
17
18 /*Time
19 .cloud {
20   width: 200px; height: 60px;
21   background: #fff;
22   border-radius: 200px;
23   position: relative;
24 }
25
```

c) An angle picker is shown over a line of CSS code defining pseudo-elements for a div with the class 'cloud'. The transform: rotate(30deg); property is highlighted, and a circular angle picker with a dial and a hand is overlaid.

```
25
26 .cloud:before, .cloud:after {
27   content: '';
28   position: absolute;
29   background: #fff;
30   width: 100px; height: 10px;
31   position: absolute; top: -15px; left: 10px;
32   border-radius: 100px;
33   transform: rotate(30deg);
34 }
```

User Evaluation

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- 22 post-secondary students over 2 weeks (IFES)



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- Exercises on how to use SVG graphics on the Web



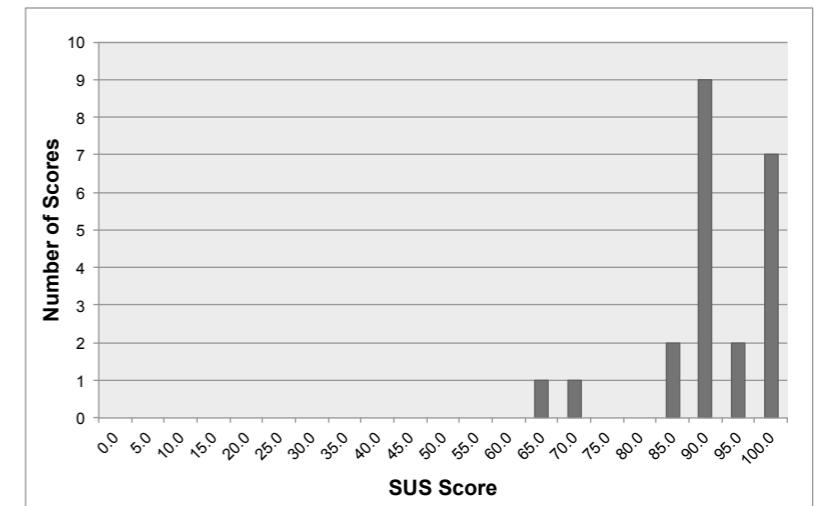
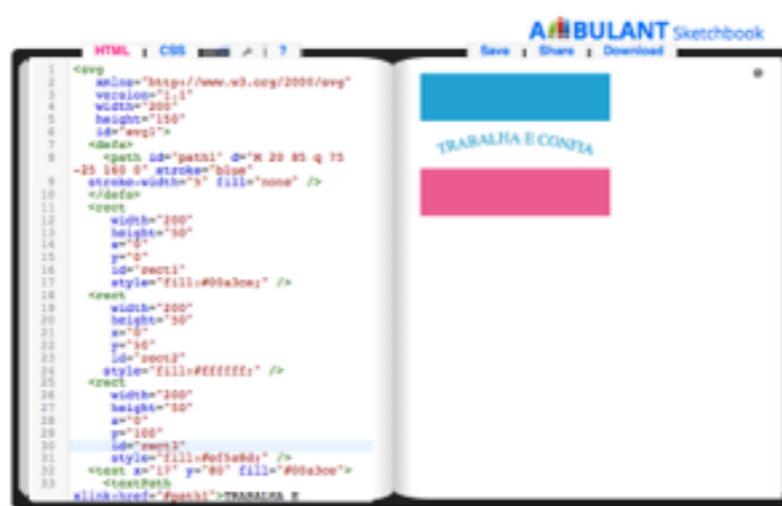
The screenshot shows the Ambulant Sketchbook interface. On the left, there is an 'SVG' editor window displaying the following code:

```
<svg
  xmlns="http://www.w3.org/2000/svg"
  version="1.1"
  width="200"
  height="150"
  id="svg1">
  <defs>
    <path id="path1" d="M 20 80 Q 75
-25 100 0" stroke="blue"
stroke-width="5" fill="none" />
  </defs>
  <rect
    width="200"
    height="100"
    x="0"
    y="0"
    id="rect1"
    style="fill:#00a3ee;" />
  <rect
    width="200"
    height="50"
    x="0"
    y="100"
    id="rect2"
    style="fill:#ff00ff;" />
  <rect
    width="200"
    height="50"
    x="0"
    y="150"
    id="rect3"
    style="fill:#ffff00;" />
  <a href="#path1">TRANALHA_E</a>
<script>
  <a href="#" p="80" fill="#00a3ee">
    <span>TRANALHA_E</span>
  </a>
</script>
```

On the right, there is a preview window titled 'AMBULANT Sketchbook' showing a blue header bar with the text 'AMBULANT Sketchbook' and a logo, followed by a pink rectangular area with the text 'TRANALHA_E'.

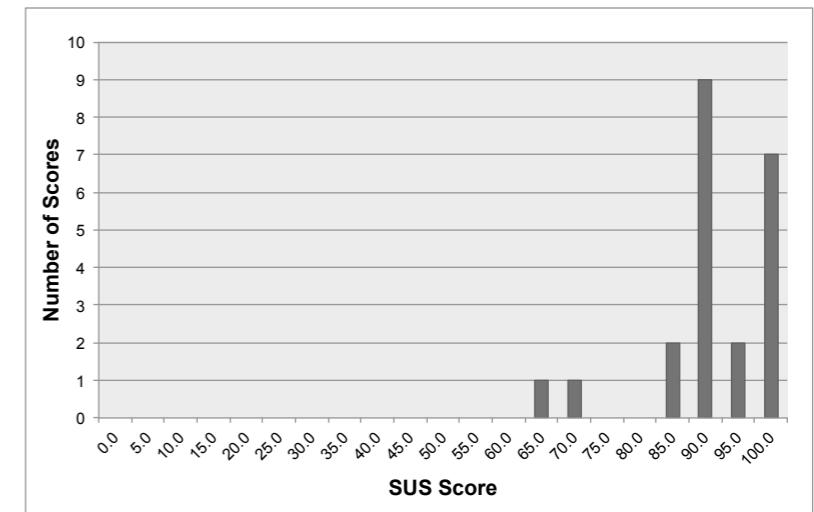
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- Results based on SUS framework and open-ended questions



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Mean SUS score = 90.0 / Learnability score = 84.7

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- Valuable tool to teach concepts of time on Web documents using the *Problem-Based Learning* (PBL) methodology
- Next steps: improve current implementation based on user evaluation
- Add support code snippets in SMIL Timesheets and *Time Style Sheets* (TSS)
- We need a fresh new look into the standardization of time-based APIs on the Web
- Offer mechanisms to control and simulate the behavior of elements over time (e.g. temporal visualization)



Thanks!

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