

Lecture 8: Static Graphical User Interface

BE0B17MTB – Matlab

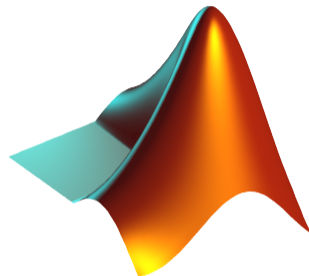
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1. Static GUI
2. Exercises





Structure of GUI I.

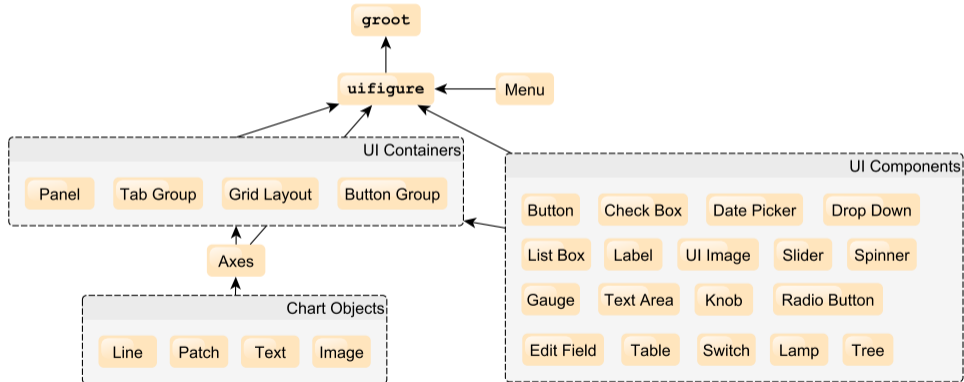
The screenshot displays three overlapping MATLAB GUI windows for video processing:

- Telecine:** Contains buttons for 'Create Project From Video', 'Create Project From Images', 'Estimate Good Frames', 'Crop Frames', 'Color Settings', and 'Batch Processing'.
- Estimate Good Frames:** Features a 'Video Browser' with a video frame, 'Frame Info' (Frame Time: 0.1000 s, Frame Number: 6/3145), 'Show Options' (Show frame at time (s): 0.00, OK), checkboxes for 'Show Grid', 'Show Good Frames Only', 'Crop Frames', and 'Show Clipping', a timeline, and 'Manual Processing' (Good Frame: Yes/No, Apply Also To All: Previous Frames/Next Frames, To Time (s): 0.00, OK) and 'Automatic Processing' (Analyze Video From (s): 0.000 To (s): 62.880, Perforation Areas: Area 1, Load Settings, Area Position [left top width height]: [266 460 40 200], Update, Dark Frames: At least 5.0 % of pixels in areas are darker than (0-255): 230, Process!, Show Results).
- Crop Video Project:** Features a 'Video Browser' with a video frame, 'Frame Info' (Frame Time: 0.1000 s, Frame Number: 6/3145), 'Show Options' (Show frame at time (s): 0.00, OK), checkboxes for 'Show Grid', 'Show Good Frames Only', 'Crop Frames', and 'Show Clipping', a timeline, 'General Project Settings' (High Left Corner [left top]: [310 80], Crop Size [width height]: [1900 930], Rotation Angle: 0, OK, Load Settings), 'Fine Frame Settings' (Frame Shift X (p...): 0, Y (px): 0), 'Apply Also To All: Previous Frames/Next Frames', and 'To Time (s): 0.00, OK'.



Structure of GUI II.

- Object hierarchy (simplified):





Structure of GUI III.

► Basic UI components:

UI Components

The screenshot shows a window titled "UI Components" containing 18 different GUI widgets arranged in a 3x6 grid:

- uaxes:** A 2D plot with axes from 0 to 1.
- uideatepicker:** A date picker showing "November 2019" with a calendar grid.
- uimage:** An image of a lion holding a sword.
- uitable:** A table with columns "Name", "Age", and "Authorized".

	Name	Age	Authorized
1	Smith	38	<input checked="" type="checkbox"/>
2	Johnson	43	<input type="checkbox"/>
3	Williams	38	<input type="checkbox"/>
- uitree:** A tree view showing "Runners" (Joe, Linda) and "Cyclists" (Rajeev, Anne).
- uigauge:** A circular gauge with a needle pointing to approximately 15 on a scale from 0 to 100.
- uibutton:** A button labeled "uibutton".
- uicheckbox:** A checkbox labeled "Check Box".
- uidropdown:** A dropdown menu showing "First item".
- uieditfield:** A text input field containing "3.14".
- ulabel:** A text label "UI Label".
- uilistbox:** A list box containing "First item", "Second item", and "Third item".
- uislider:** A slider with a range from 0 to 100.
- uispinner:** A spinner box containing the number "20".
- uitextarea:** A text area containing the text "The S-Parameters are a linear model of the DUT.".
- uiknob:** A knob with a scale from 0 to 100.
- uilamp:** A lamp indicator showing a green light.
- uiswitch:** A toggle switch labeled "Off" and "On".



App Designer

- ▶ App Designer is a development environment that provides interactive design of application using UI components.
 - ▶ **appdesigner**
 - ▶ Designed application use object oriented programming (OOP).
 - ▶ **It is forbidden to use App Designer for semester projects.**



Screen Properties, `groot`

- ▶ Corresponds to computer screen in Matlab.
- ▶ All other graphical objects are childrens (descendants) of Root object.
- ▶ In workspace is handle object of class `matlab.ui.Root`.

```
>> groot
ans =

Graphics Root with properties:

    CallbackObject: [0x0 GraphicsPlaceholder]
      Children: [0x0 GraphicsPlaceholder]
    CurrentFigure: [0x0 GraphicsPlaceholder]
FixedWidthFontName: 'Courier New'
  HandleVisibility: 'on'
  MonitorPositions: [1 1 1920 1080]
        Parent: [0x0 GraphicsPlaceholder]
    PointerLocation: [355 390]
        ScreenDepth: 32
ScreenPixelsPerInch: 96
        ScreenSize: [1 1 1920 1080]
ShowHiddenHandles: 'off'
          Tag: ''
          Type: 'root'
          Units: 'pixels'
        UserData: []
```

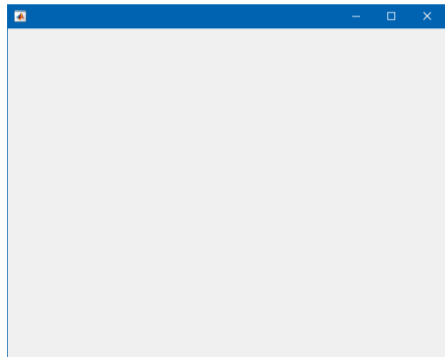


Graphical Window, `uifigure`

- ▶ Function `uifigure` creates standalone graphical window.

```
hFig = uifigure
```

- ▶ All figures are descendants of the object `groot`.
- ▶ All secondary graphic objects are descendants of the object `figure` and are drawn in the figure.
- ▶ `uifigure` has many properties.
 - ▶ See `get(uifigure)`.
 - ▶ `hFig = uifigure`.
- ▶ Figure can be closed using:
 - ▶ `hFig.delete`, or `delete(hFig)`.





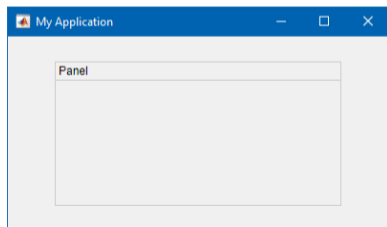
Position of Components

- ▶ MATLAB combines size of an object and its position in one vector.
- ▶ Position is always absolute in pixels relative to the parent container.
- ▶ Property **Position** of all UI components.

```
uifigure('Position', [left bottom width height]);
```

- ▶ Creation of the figure in the center of the screen and a panel in the center of figure:

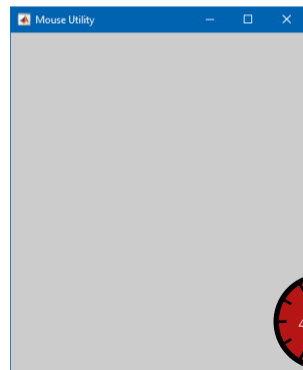
```
figSize = [400, 200];
panelSize = [300 150];
screenSize = get(groot, 'ScreenSize');
hFig = uifigure('Position', ...
    [(screenSize(3:4) - figSize)/2 figSize], ...
    'Name', 'My Application');
hPanel = uipanel(hFig, 'Position', ...
    [(figSize - panelSize)/2, panelSize], ...
    'Title', 'Panel');
```





GUI Window Creation

- ▶ In a new script that we will be extending throughout today's lecture create a figure window that opens in the center of the screen having width of 350 pixels and height of 400 pixels.
 - ▶ Make sure the figure's **Name** is "Mouse Utility".
 - ▶ Change windows **Color** (up to you).



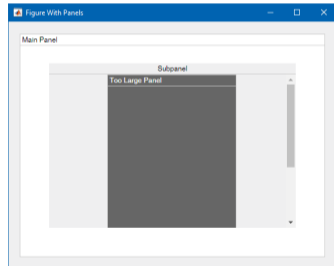


Container Components – uipanel

- ▶ Create panel as a parent to other objects.
- ▶ Objects inside are positioned related to the panel.
- ▶ Many features available (see >> doc uipanel)

```

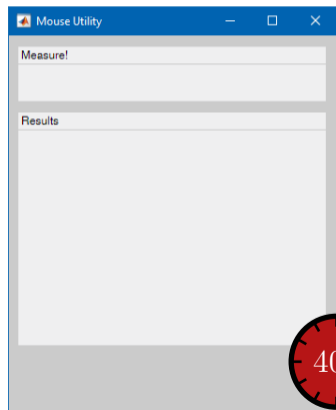
hFig = uifigure('Name', 'Figure With Panels');
hPanel1 = uipanel(hFig, 'Title', 'Main Panel', ...
    'FontSize', 12, 'BackgroundColor', 'white', ...
    'Position', [20, 20, 520, 380]);
hPanel2 = uipanel(hPanel1, 'Title', 'Subpanel', ...
    'TitlePosition', 'centertop', ...
    'Scrollable', 'on', 'BorderType', 'none', ...
    'Position', [50 50 420 280]);
hPanel3 = uipanel(hPanel2, ...
    'Title', 'Too Large Panel', ...
    'ForegroundColor', 'white', ...
    'BackgroundColor', 0.4*ones(1, 3), ...
    'Position', [100 20 220 400]);
  
```





Panel Creation

- ▶ Into previously created figure create two panels with Position and Title:
 - ▶ [10, 330, 330, 60] px, 'Measure!'
 - ▶ [10, 70, 330, 250] px, 'Results'.
- ▶ Set proper Backgroundcolor, FontWeight, ... (up to you).

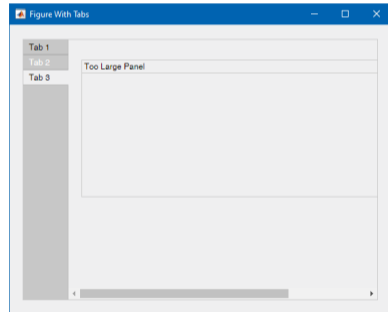




Container Components – uitab

- ▶ Creates a tab that will be parent for other objects (same as with panel).
- ▶ `uitab` object has to be children of `uitabgroup` object.
 - ▶ Manage the tab switching, title positioning, ...

```
hFig = uifigure('Name', 'Figure With Tabs');
hTabGroup = uitabgroup(hFig, ...
    'Position', [20, 20, 520, 380], ...
    'TabLocation', 'left');
hTab1 = uitab(hTabGroup, 'Title', 'Tab 1');
hTab2 = uitab(hTabGroup, 'Title', 'Tab 2', ...
    'BackgroundColor', 'k', ...
    'ForegroundColor', 'w');
hTab3 = uitab(hTabGroup, 'Title', 'Tab 3', ...
    'Scrollable', 'on');
hPanel = uipanel(hTab3, ...
    'Title', 'Too Large Panel', ...
    'Position', [20, 150, 600, 200]);
hTabGroup.SelectedTab = hTab3;
```



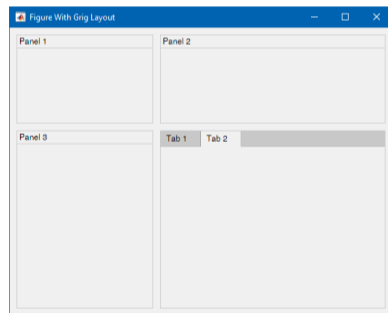


Container Components – uigridlayout

- ▶ Grid layout manage position UI components along the rows and columns of an invisible grid that spans the entire figure or a container within the figure.
- ▶ Gradually added components are placed in column-wise order (as with `subplot`).
- ▶ It is always possible to edit `Layout` property of children component to place it to arbitrary cell.

```
hFig = uifigure('Name', 'Figure With Grig Layout');
hGrid = uigridlayout(hFig, ...
    'ColumnWidth', {200, '1x'}, ...
    'RowHeight', {'1x', '2x'});
hPanel1 = uipanel(hGrid, 'Title', 'Panel 1');
hPanel2 = uipanel(hGrid, 'Title', 'Panel 2');
% NOTE: tab group Layout works properly from 2019b
hTabGrop = uitabgroup(hGrid);
hTabGrop.Layout.Column = 2;
hTabGrop.Layout.Row = 2;
uitab(hTabGrop, 'Title', 'Tab 1');
uitab(hTabGrop, 'Title', 'Tab 2');

hPanel3 = uipanel(hGrid, 'Title', 'Panel 3');
hPanel3.Layout.Row = 2;
hPanel3.Layout.Column = 1;
```





Container Components – uibuttongroup

- ▶ Create button group to manage radio buttons and toggle buttons.
 - ▶ It is not possible to mix these object in one button group.
- ▶ The children of a button group object can be beside that any UI component.

```
hFig = uifigure('Name', 'Figure With Button Group', ...
    'Position', [200 200 250 170]);
hGroup = uibuttongroup(hFig, 'Position', [10, 10, 230, 150], ...
    'Title', 'Toggle Button Group');
hButt1 = uitogglebutton(hGroup, 'Text', 'Option 1', ...
    'Position', [10 90 100 30]);
hButt2 = uitogglebutton(hGroup, 'Text', 'Option 2', ...
    'Position', [10 50 100 30]);
hButt3 = uitogglebutton(hGroup, 'Text', 'Option 3', ...
    'Position', [10 10 100 30]);
hPanel = uipanel(hGroup, 'Title', 'Panel', ...
    'Position', [120, 10, 100, 110]);
```

```
%% Selection via button group
hGroup.SelectedObject = hButt2;
% or use button Value property
hButt2.Value = true;
% get values
values = [hGroup.Buttons.Value]
```

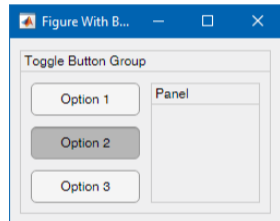




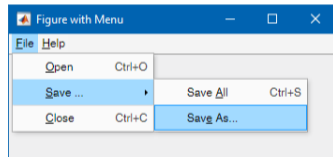
Figure Menu – uimenu

- ▶ Create figure menu items with arbitrary hierarchy.
- ▶ Mnemonic keyboard shortcut ($\text{Alt} + \text{mnemonic}$) by using the ampersand (&) character in the text for the label.
 - ▶ To use mnemonics, you must specify a mnemonic for all menus and menu items.
- ▶ Accelerator define a keyboard shortcut for selecting a menu item ($\text{Ctrl} + \text{acc.}$).

```

hFig = uifigure('Name', 'Figure with Menu', ...
    'Position', [200, 200, 350, 110]);
hMenuFile = uimenu(hFig, 'Text', '&File');
hMenuOpen = uimenu(hMenuFile, 'Text', '&Open', ...
    'Accelerator', 'O');
hMenuSave = uimenu(hMenuFile, 'Text', '&Save ...');
hMenuSaveAll = uimenu(hMenuSave, 'Text', 'Save &All', ...
    'Accelerator', 'S');
hMenuSaveAs = uimenu(hMenuSave, 'Text', 'Sav&e As...');
hMenuClose = uimenu(hMenuFile, 'Text', '&Close', ...
    'Accelerator', 'C', 'Separator', 'on');
hMenuHelp = uimenu(hFig, 'Text', '&Help');
hMenuShowHelp = uimenu(hMenuHelp, 'Text', 'Show &Help');
hMenuWhisper = uimenu(hMenuHelp, 'Text', 'Whis&per', ...

```





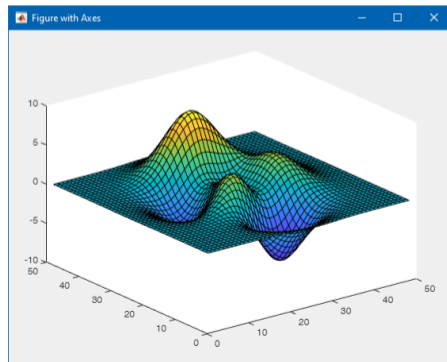
Graph Area – uiaxes

- ▶ Defines area where descendants of object `uiaxes` are placed.
- ▶ Axes is created using `uiaxes` command even without actual existence of parental `uifigure` object.
- ▶ `uiaxes` object has many properties, try `get(uiaxes)`, or `properties(uiaxes)`.

```
hFig = uifigure('Name', 'Figure
with Axes');
hAx = uiaxes(hFig, ...
'Position', [20, 20, 520, 380]);
surf(hAx, peaks);
```

- ▶ Usual plotting functions as `plot`, `surf`, `pcolor`, `stem`, ... support `uiaxes` objects.
- ▶ It is always necessary to provide `uiaxes` reference, *e.g.*:

```
plot(hAx, rand(10, 5));
```





UI Components – uitable

- ▶ Create table user interface component.
- ▶ Table offer many of formatting and interactive options (see >> doc uitable).

```

hFig = uifigure('Name', 'Figure with Table', ...
    'Position', [200, 200, 330, 330]);
% simple table:
hTab1 = uitable(hFig, 'Data', magic(10), ...
    'Position', [10 110 310 210]);
% advanced table:
hTab2 = uitable(hFig, 'Data', ...
    {'Smith', 38, 'Choose', true;
    'Johnson', 43, 'Choose', false;
    'Williams', 38, 'Choose', false}, ...
    'ColumnName', ...
    {'Name', 'Age', 'Personality', ...
    'Authorized'}, ...
    'ColumnFormat', ({[], [], {'Analyst', ...
    'Diplomat', 'Explorer', 'Idiot'}, []}), ...
    'ColumnWidth', {50, 50, 90, 70}, ...
    'Position', [10 10 310 90], ...
    'ColumnEditable', true(1, 4));
  
```

	1	2	3	4
1	92	99	1	
2	98	80	7	
3	4	81	88	
4	85	87	19	
5	86	93	25	
6	17	24	76	
7	23	5	82	
8	79	6	13	
9	10	12	94	
10	

	Name	Age	Personality	Authorized
1	Smith	38	Choose	<input checked="" type="checkbox"/>
2	Johnson	43	Choose	<input type="checkbox"/>
3	Williams	38	Choose	<input type="checkbox"/>



UI Components – uilabel

- ▶ Labels contain static text for labelling parts of an application.
- ▶ They can be children of all UI containers.
- ▶ All UI component labels and titles can contain unicode characters (`char(uniNumber)`).
 - ▶ Can be found, *e.g.*, here: <http://unicode-table.com/>.

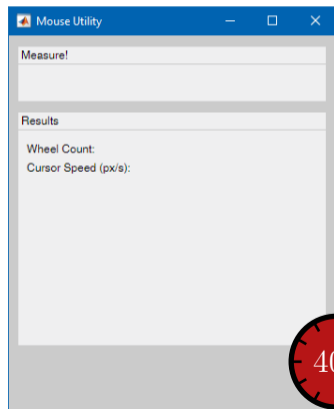
```
hFig = uifigure('Name', 'Figure with Label', ...
  'Position', [200, 200, 400, 100]);
hLabel = uilabel(hFig, 'Text', ...
  ['Fancy Label with ', char(960)], ...
  'HorizontalAlignment', 'Center', ...
  'Position', [10, 10, 380, 80], ...
  'FontName', 'Times New Roman', ...
  'FontSize', 40, ...
  'FontWeight', 'bold', ...
  'FontAngle', 'italic', ...
  'FontColor', 'm', ...
  'BackgroundColor', 0.3*ones(1, 3));
```





Label Creation

- ▶ Create two labels into panel called 'Results' with Position and Text properties as:
 - ▶ [10, 200, 90, 20], 'Wheel Count:',
 - ▶ [10, 180, 120, 20], 'Cursor Speed (px/s):'.
- ▶ Set proper Backgroundcolor, FontWeight, ... (up to you).

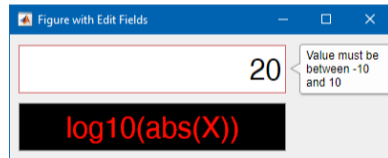




UI Components – uieditfield

- ▶ Create text or numeric edit field component.
- ▶ Function `uieditfield` or `uieditfield('text')` creates edit field handling strings.
 - ▶ See `>> doc EditField` for formatting possibilities.
- ▶ Function `uieditfield('numeric')` creates edit field handling numerical values.
 - ▶ Moreover offers rounding, limits and format (see `>> doc NumericEditField`).

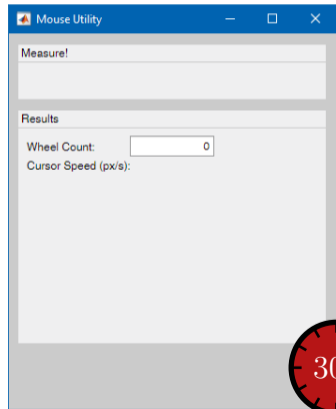
```
hFig = uifigure('Name', 'Figure with Edit Fields', ...
    'Position', [200, 200, 400, 130]);
hEdit1 = uieditfield(hFig, 'numeric', 'Value', pi, ...
    'Position', [10, 70, 280, 50], ...
    'Limits', [-10, 10], ...
    'ValueDisplayFormat', '%.2e V/m', ...
    'FontSize', 30);
hEdit2 = uieditfield(hFig, 'text', ...
    'Value', 'log10(abs(X))', ...
    'HorizontalAlignment', 'center', ...
    'FontSize', 30, 'Position', [10, 10, 280, 50], ...
    'FontColor', 'r', 'BackgroundColor', 'k');
% value regardless of display format:
setValue = hEdit1.Value
```





Edit Field Creation

- ▶ In panel titled '**Results**' create numeric edit box with Position property as [120, 200, 90, 22] px.
- ▶ Set proper Backgroundcolor, FontWeight, ... (up to you).

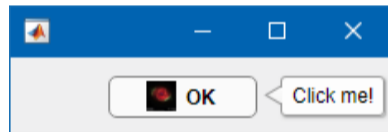




UI Components – uibutton

- ▶ Create push button or state button component.
- ▶ The state button can be done by `style` argument as `uibutton('state')`.
 - ▶ It is not the same as `uitogglebutton`, can't be managed by `uibuttongroup`!

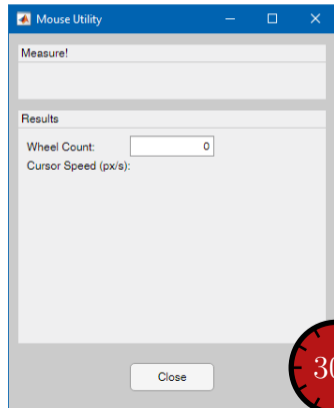
```
hFig = uifigure('Position', [200, 200, 230,  
    45]);  
hButt = uibutton(hFig, 'Text', 'OK', ...  
    'Position', [60, 10, 90, 25], ...  
    'Icon', 'ngc6543a.jpg', ...  
    'FontWeight', 'bold', ...  
    'ToolTip', 'Click me!');
```





Push Button Creation

- ▶ Create push button labelled 'Close' positioned in figure with **Position** property [130, 20, 90, 30] px.
- ▶ Set proper **BackgroundColor**, **FontWeight**, ... (up to you).





UI Components – uiswitch

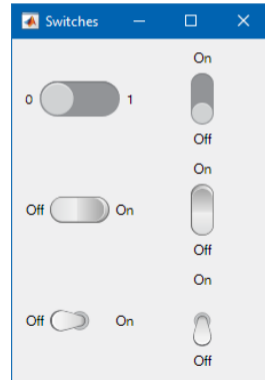
- ▶ Create slider switch, rocker switch, or toggle switch component.
- ▶ All switches can be oriented vertically or horizontally (**Orientation** property).
- ▶ Labels can be modified (**Items** property).

```

hFig = uifigure('Name', 'Switches', ...
    'Position', [200, 200, 225, 300]);
hGrid = uigridlayout(hFig, ...
    'ColumnWidth', {'1x', '1x'}, ...
    'RowHeight', {'1x', '1x', '1x'});
hSwitch1 = uiswitch(hGrid, 'slider', ...
    'Orientation', 'horizontal', ...
    'Items', {'0', '1'}, 'ItemsData', {false, true});
uiswitch(hGrid, 'slider', 'Orientation', 'vertical');

uiswitch(hGrid, 'rocker', 'Orientation', 'horizontal');
uiswitch(hGrid, 'rocker', 'Orientation', 'vertical');

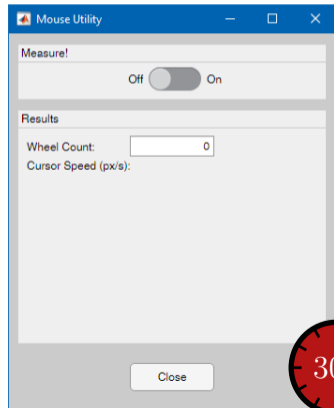
uiswitch(hGrid, 'toggle', 'Orientation', 'horizontal');
uiswitch(hGrid, 'toggle', 'Orientation', 'vertical');
% Value as corresponding 'ItemsData' element
logValue = hSwitch1.Value
  
```





Switch Creation

- ▶ Create switch positioned in panel titled 'Measure!' with Position property [140, 10, 100, 25] px.
- ▶ Set proper style, Items, FontWeight ... (up to you).

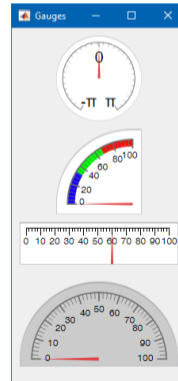




UI Components – uigauge

- ▶ Create gauge component for indicating numerical value.
- ▶ Several *style* options `uigauge(style)`:
 - ▶ 'circular', 'linear', 'ninetydegree', 'semicircular'.
 - ▶ Different orientation possibilities ('counterclockwise', 'north', 'vertical', ...).

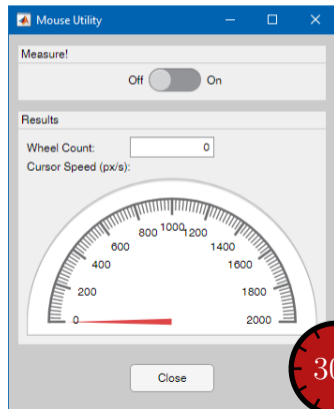
```
hFig = uifigure('Name', 'Gauges', ...
    'Position', [200, 200, 220, 450]);
hGrid = uigridlayout(hFig, ...
    'ColumnWidth', {'1x'}, ...
    'RowHeight', {'1x', '1x', '0.5x', '1.2x'});
uigauge(hGrid, 'circular', ...
    'Limits', [-pi, pi], ...
    'ScaleDirection', 'counterclockwise', ...
    'MajorTicks', -pi:pi:pi, ...
    'MajorTickLabels', ...
    {char(960), '0', ['-'], char(960)}], ...
    'FontSize', 20);
uigauge(hGrid, 'ninetydegree', ...
    'ScaleColors', {'b', 'g', 'r'});
uigauge(hGrid, 'linear', 'Value', 60);
uigauge(hGrid, 'semicircular', ...
    'BackgroundColor', 0.8*ones(1, 3));
```





Gauge Creation

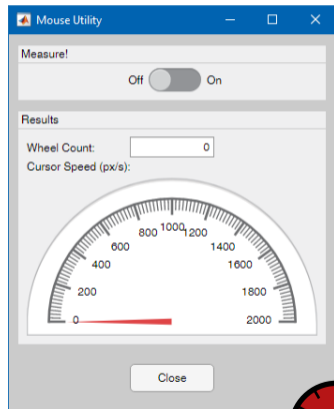
- ▶ Create gauge with proper style, Limits [0 2e3] and Position [10, 10, 310, 170] px in panel titled 'Results'.
- ▶ You can freely change display settings.





Save Static GUI

- Save creation of static GUI as a script or as a function for later use (the next lecture).

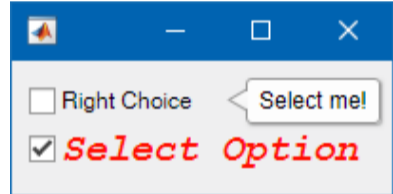




UI Components – uicontrol

- ▶ UI component for indicating the state of a preference or option.
- ▶ Can be children of any container component.
- ▶ Always has the same background color as BackgroundColor property of parent container.

```
hFig = uifigure('Position', ...  
    [200, 200, 200, 70]);  
hCheck1 = uicontrol(hFig, ...  
    'Text', 'Right Choice', ...  
    'Position', [10, 40, 100, 20], ...  
    'Tooltip', 'Select me!');  
hCheck2 = uicontrol(hFig, ...  
    'Value', true, ...  
    'Text', 'Select Option', ...  
    'FontName', 'Courier New', ...  
    'FontSize', 20, ...  
    'FontWeight', 'bold', ...  
    'FontAngle', 'italic', ...  
    'FontColor', 'r', ...  
    'Position', [10, 10, 180, 30]);
```



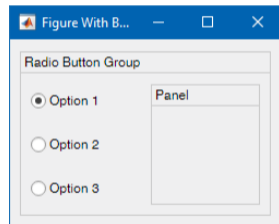


UI Components – uiradiobutton

- ▶ Create radio button within a button group (`uibbuttongroup`).
- ▶ Only one radio button can be selected.
- ▶ Always has the same background color as `BackgroundColor` property of parent container.

```
hFig = uifigure('Name', 'Figure with Button Group', ...
    'Position', [200 200 250 170]);
hGroup = uibbuttongroup(hFig, 'Position', [10, 10, 230, 150], ...
    'Title', 'Radio Button Group');
hButt1 = uiradiobutton(hGroup, 'Text', 'Option 1', ...
    'Position', [10 90 100 30]);
hButt2 = uiradiobutton(hGroup, 'Text', 'Option 2', ...
    'Position', [10 50 100 30]);
hButt3 = uiradiobutton(hGroup, 'Text', 'Option 3', ...
    'Position', [10 10 100 30]);
hPanel = uipanel(hGroup, 'Title', 'Panel', ...
    'Position', [120, 10, 100, 110]);
```

```
% Button selection programmatically:
hButt2.Value = true;
% or
hGroup.SelectedObject = hButt2;
```



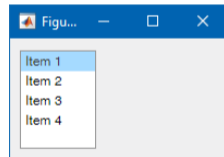


UI Components – uilistbox

- ▶ UI component for displaying items in a list.
- ▶ It is possible to select more options using Ctrl and Shift key.
- ▶ It is possible to get the selected items via **Value** property.
 - ▶ Values are elements from **ItemsData** vector, if defined.

```
hFig = uifigure('Name', 'Figure with List Box', ...
    'Position', [200 200 200 110]);
hList = uilistbox(hFig, 'Position', [10, 10, 70, 90], ...
    'Items', {'Item 1','Item 2','Item 3','Item 4'}, ...
    'Multiselect', 'on');
```

```
% get selected items from Items vector
selItems = hList.Value
% get selected items from ItemsData vector
hList.ItemsData = 1:4;
selItems = hList.Value
```



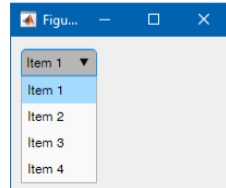
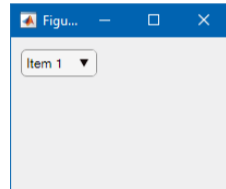


UI Components – uiddropdown

- ▶ UI component that enable the user to select an option.
- ▶ Only one option can be selected.

```
hFig = uifigure('Name', 'Figure with Drop Down', ...
    'Position', [200 200 200 140]);
hList = uiddropdown(hFig, 'Position', [10, 105, 70, 25], ...
    'Items', {'Item 1','Item 2','Item 3','Item 4'});
```

```
% get selected item from Items vector
selItems = hList.Value
% get selected item from ItemsData vector
hList.ItemsData = 1:4;
selItems = hList.Value
```

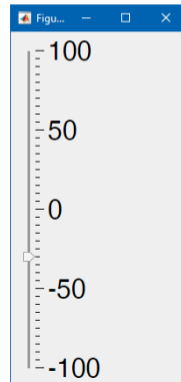




UI Components – uislider

- ▶ UI component that allow the user to select a value along a continuum.
- ▶ Orientation can be 'horizontal' or 'vertical'.
 - ▶ Height, or width, respectively, can't be changed and is always 3 px.
 - ▶ Position property define position of slider excluding tick marks and tick labels.

```
hFig = uifigure('Name', 'Figure with Slider', ...  
    'Position', [200, 200, 200, 400]);  
hSlider = uislider(hFig, 'Limits', [-100, 100], ...  
    'Orientation', 'vertical', ...  
    'Position', [20, 20, 3, 360], ...  
    'FontSize', 30, ...  
    'MajorTicks', -100:50:100, ...  
    'Value', -30);
```

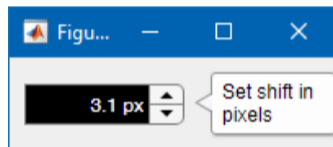




UI Components – uispinner

- ▶ UI component for selecting numeric value from a finite set.
- ▶ Offers rounding, limits, step and format (see >> doc Spinner).
- ▶ Value property contains setted value regardless display format.

```
hFig = uifigure('Name', 'Figure with Spinner', ...
    'Position', [200, 200, 200, 55]);
hSpinner = uispinner(hFig, 'Value', pi, ...
    'Limits', [-10, 10], ...
    'Step', 5, ...
    'ValueDisplayFormat', '%.1f px', ...
    'FontColor', 'white', ...
    'BackgroundColor', [0 0 0], ...
    'ToolTip', 'Set shift in pixels', ...
    'Position', [10, 15, 100, 25]);
value = hSpinner.Value
```

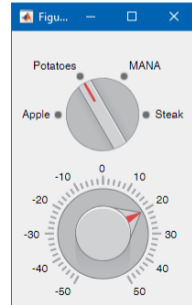




UI Components – uiknob

- ▶ UI components representing instrument control knobs that the user can adjust to control a value.
- ▶ `uiknob()` and `uiknob('continuous')` creates knob with continuous values.
- ▶ `uiknob(discrete)` creates knob with discrete values.
 - ▶ Value, Items and ItemsData properties works the same way as for, e.g., `uidropdown`.

```
hFig = uifigure('Name', 'Figure with Knobs', ...
  'Position', [200, 200, 200, 300]);
hKnob1 = uiknob(hFig, 'discrete', 'Items', ...
  {'Apple', 'Potatoes', 'MANA', 'Steak'}, ...
  'ItemsData', 1:4, ...
  'Value', 2, ...
  'Position', [60, 170, 80, 140]);
hKnob2 = uiknob(hFig, ...
  'Position', [50, 30, 100, 140], ...
  'Value', 20, ...
  'Limits', [-50, 50]);
```

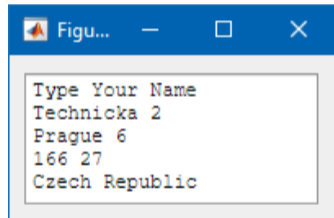




UI Components – uitextarea

- ▶ UI component for entering multiple lines of text.
- ▶ If the text does not fit into the width of the text area, the text is wrapped.

```
hFig = uifigure('Name', 'Figure with Text Area', ...  
    'Position', [200, 200, 200, 100]);  
hText = uitextarea(hFig, 'Value', ...  
    {'Type Your Name'; 'Technicka 2'; 'Prague 6';  
    '166 27'; 'Czech Republic'}, ...  
    'FontName', 'Courier New', ...  
    'Position', [10, 10, 180, 80]);  
% get entered address  
yourAddress = hText.Value
```





UI Components – uilamp

- ▶ Lamp is UI component that indicates state using color.

```
hFig = uifigure('Name', 'Figure with Lamps', ...  
    'Position', [200, 200, 200, 560], ...  
    'Color', 'k');  
hLamp1 = uilamp(hFig, 'Color', [1 0 0], ...  
    'Position', [20, 380, 160, 160]);  
hLamp2 = uilamp(hFig, 'Color', [1 0.5 0.25], ...  
    'Position', [20, 200, 160, 160]);  
hLamp3 = uilamp(hFig, 'Color', [0 1 0], ...  
    'Position', [20, 20, 160, 160]);
```





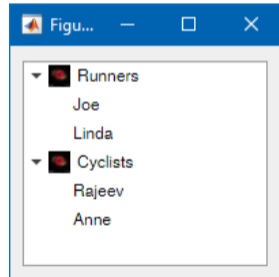
UI Components – uitree

- ▶ Create tree component capable of showing data hierarchy.
- ▶ Individual items in tree are objects created by `uitreenode`.
 - ▶ The nodes has to be children of `uitree` object.
 - ▶ Items can have `Icon` defined as path to a figure.

```
hFig = uifigure('Name', 'Figure with Tree', ...
    'Position', [200, 200, 200, 170]);
hTree = uitree(hFig, 'Position', [10 10 180 150]);

category1 = uitreenode(hTree, 'Text', 'Runners', ...
    'Icon', 'ngc6543a.jpg');
p1 = uitreenode(category1, 'Text', 'Joe');
p2 = uitreenode(category1, 'Text', 'Linda');

category2 = uitreenode(hTree, 'Text', 'Cyclists', ...
    'Icon', 'ngc6543a.jpg');
p3 = uitreenode(category2, 'Text', 'Rajeev');
p4 = uitreenode(category2, 'Text', 'Anne');
% Expand the tree
expand(hTree);
```

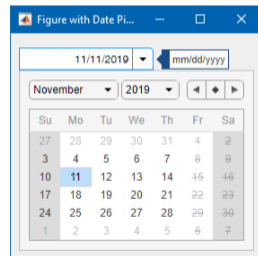
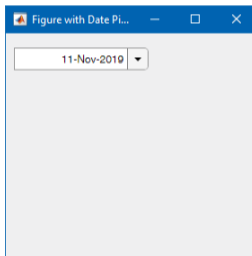




UI Components – uideatepicker

- ▶ Date pickers allow users to select dates from an interactive calendar.
- ▶ Accepts and returns `datetime` objects (see `>> doc datetime`).
- ▶ Some dates and days in week can be disabled.

```
hFig = uifigure('Name', ...
    'Figure with Date Picker', ...
    'Position', [200, 200, 280, 250]);
hDate = uideatepicker(hFig, ...
    'Value', datetime('today'), ...
    'Position', [10, 210, 150, 25], ...
    'DisabledDaysOfWeek', [6, 7]);
% get selected date
setDate = hDate.Value
```

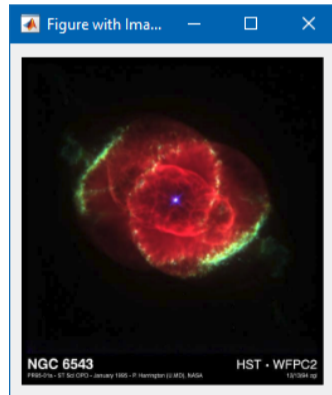




UI Components – uimage

- ▶ UI component that allow you to display an picture in your app.
- ▶ Can be children of any container component.

```
hFig = uifigure('Name', ...  
    'Figure with Image', ...  
    'Position', [200, 200, 260, 280]);  
hImage = uimage(hFig, ...  
    'ImageSource', 'ngc6543a.jpg', ...  
    'Position', [10, 10, 240, 260]);
```





Enabling UI Components

- ▶ Majority of UI components have **Enable** property which define its operational state.
- ▶ Possible values are 'on' and 'off'.
- ▶ When the component is disabled it doesn't response to events.
- ▶ It is also possible to let the component disappear using **Visible** property.

The screenshot displays a collection of 18 standard MATLAB GUI components arranged in a 3x6 grid. Each component is shown with a sample of its visual representation:

- axes**: A 2D plot with axes ranging from 0 to 1.
- uidepicker**: A dropdown menu with the text 'mmddyyyy'.
- uimage**: A blue outline of a lion holding a sword.
- utable**: A table with the following data:

	Name	Age	Authorized
1	Smith	38	<input checked="" type="checkbox"/>
2	Johnson	43	<input type="checkbox"/>
3	Williams	35	<input type="checkbox"/>
- utree**: A tree view with two main categories: 'Runners' (Joe, Linda) and 'Cyclists' (Rajeev, Anne).
- uiguage**: A circular gauge with a needle pointing to approximately 25 on a scale from 0 to 100.
- ubutton**: A simple rectangular button labeled 'ubutton'.
- ucheckboxbox**: A checkbox labeled 'Check Box'.
- uidropdown**: A dropdown menu with 'First item' selected.
- uieditfield**: A text input field containing the number '3.14'.
- ulabel**: A text label with the text 'UI Label'.
- ulistbox**: A list box containing three items: 'First item', 'Second item', and 'Third item'.
- uislider**: A horizontal slider with a range from 0 to 100.
- uispinner**: A spinner control with the number '20' displayed.
- uitextarea**: A text area containing the text 'The S-Parameters are a linear model of the DUT.'.
- uiknob**: A circular knob with a scale from 0 to 100.
- ulamp**: A lamp indicator consisting of a green circle.
- uiswitch**: A toggle switch with 'Off' and 'On' labels.



Preallocation of UI Components

- ▶ Function `gobjects` initialize array of graphical objects.
 - ▶ It has the same usage as function `zeros`, `ones`, ... for numeric values.

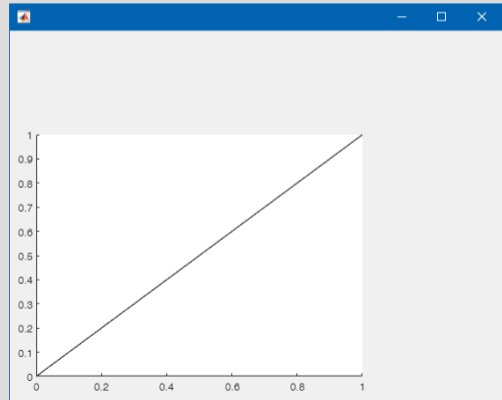
```
>> hObj = gobjects(3, 1)

hObj =

    3x1 GraphicsPlaceholder array:

    GraphicsPlaceholder
    GraphicsPlaceholder
    GraphicsPlaceholder
```

```
hObj(1) = uifigure();
hObj(2) = uiaxes(hObj(1));
hObj(3) = line(hObj(2));
```



Exercises



Exercise I.a

- ▶ Create function with two inputs and one output:

```
function logicState = createButtons(nRows, nColumns)
% function generating GUI with state buttons
```

- ▶ Function creates figure with state buttons arranged in matrix $nRows \times nColumns$.
- ▶ After clicking on state buttons and close window function returns matrix of logical values representing state of state buttons.

```
>> logicState = createButtons(3, 5)
```

```
logicState =
```

```
3x5 logical array
```

```

1   0   1   0   1
0   1   0   1   0
1   0   1   0   1
```



Exercise I.b



Questions?

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