

Supercharge Your User Interfaces in JSL

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Agenda

- Introduction
- Col Boxes
- Tabs
- Too Many Tabs
- Associative Arrays
- Tree Nodes and Tree Boxes
- Filtering Long Picklists



Introduction

- Application user interfaces should be
 - Easy to use
 - Easy to understand
 - Transparent to the user
- Good user interfaces result in
 - Engaged users
 - Fewer frustrations
 - Great user experiences
- This talk:
 - Variety of ways to supercharge your JMP user interfaces



Col Boxes

- Special type of column object that can contain any other display box
- Contained inside a Table Box
- Allows you to display
 - Text in different fonts, styles, sizes, foreground/background colors in a Table Box grid
 - A column of clickable buttons
 - A column of icons representing the status of a row
 - A column of mini-graphs
 - A column of pictures



Simple Col Box Example (1)

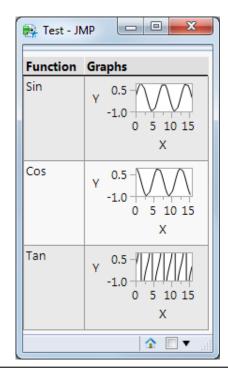
```
// Simple Col Box Example.jsl
nw = new window("Col Box Example",
    tb = table box(
        cb = col box("Sample Text",
            tb1 = text box("Hello"),
            tb2 = text box("World")
```



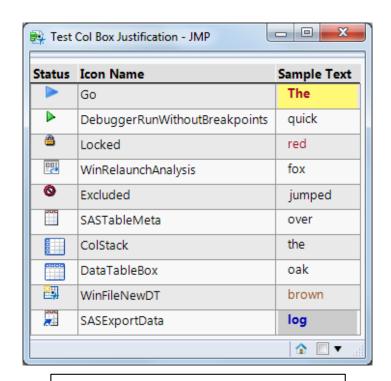
Simple Col Box Example (2)



Col Box Examples



Col Box Graph Function Example.jsl



Col Box icons formatted text Example.jsl



Real World Example – Adverse Event App

Review adverse events that have alerted

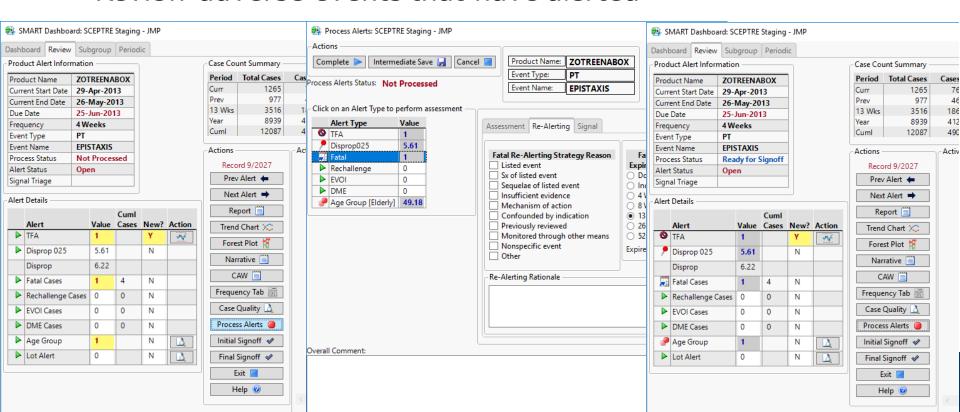


Table Box Tip

Make rows clickable

```
<< set selectable rows(1);
```

Add actions

```
<< set row change function()
```

Steering Committee Example

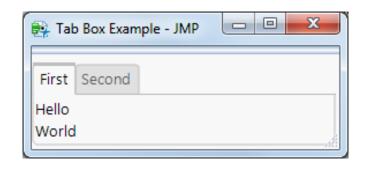


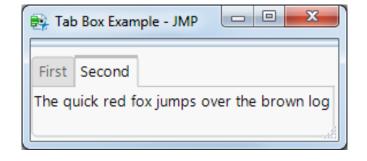
Steering Committee.jsl + Steering Committee.jmp

Tab Boxes

Segment displays using a tabbed interface

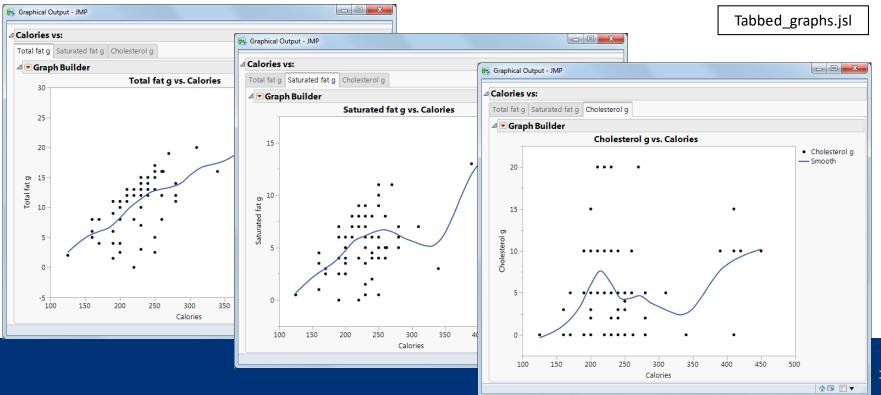
```
Example Tab Box.jsl
= new window("Tab Box Example",
 tb = tab box(
     "First Tab",
     vlistbox(
         text box("Hello"),
         text box("World")
     "Second Tab",
     text box("The quick red fox jumps over the brown log")
```





Using Tab Boxes to Display Graphs

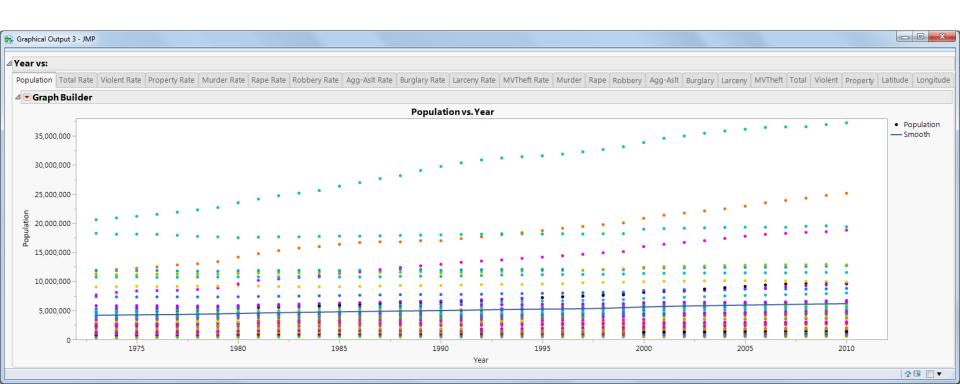
Each tab shows a separate graph in a series



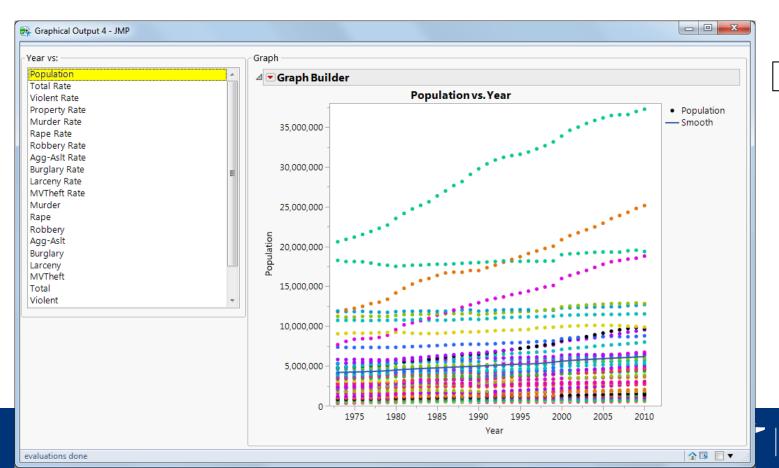
Tab Boxes are Great

But what if there are too many tabs?

TooManyTabs Graphs.jsl



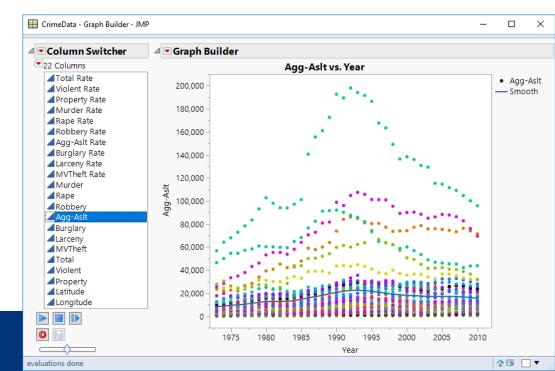
Use a List Box, and Display One Graph at a Time



Listbox_Graphs.jsl

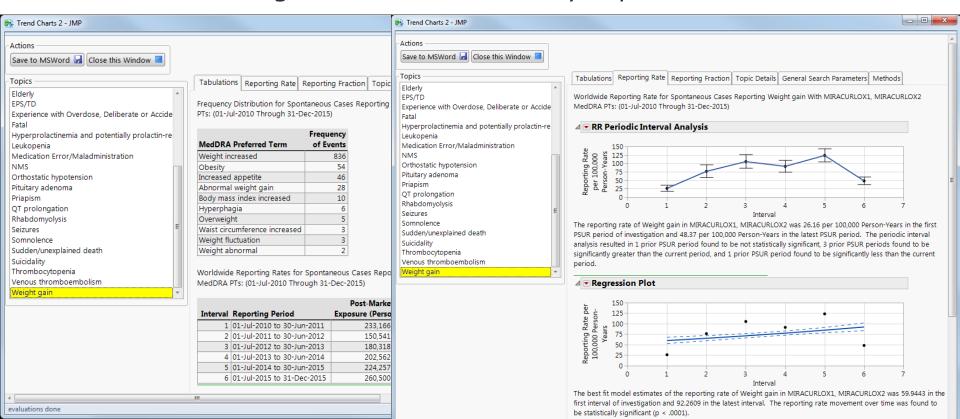
Note:

- Achieve the same effect using column switcher
- Listbox approach still useful



Real World Example 2: Trending App

Show trending information for many topics



Associative Arrays

From the JSL Scripting book:

- Map unique keys to values that can be non-unique
- Also called a dictionary, a map, a hash map, or a hash table
- Keys are placed in quotes
- The value associated with a key can be a number, date, matrix, list, and so on.

Example

```
aa = associative array();
aa["First"] = {"Tom", "Jerry"};
aa["Second"] = {"Fred", "Wilma"};
aa["Third"] = {"Pebbles", "Bam Bam"};
print(aa);
Associative Array({
          {"First", {"Tom", "Jerry"}},
          {"Second", {"Fred", "Wilma"}},
          {"Third", {"Pebbles", "Bam Bam"}}
```

Product Returns Application

- Click on product, select return reason(s)
- If another product selected
 - Store return reasons for previously selected product
 - Display return reasons for newly selected product

_ 0 X - Application - JMP [2] Actions OK Cancel Product Name Select the desired Tomato return reason Tomato Rotten Past sell-by date Peach Cantaloupe Funny smell Discolorations Squash Watermelor Insect parts found Moldy Carrot Lettuce Broken parts ■ Gone to seed Other **☆** □ ▼

Associative Array Example. jmpapp

Associative Arrays to the Rescue

```
// Use an associative array to store the return checkboxes for each product name

// Initialize associative array
return_aa = associative array();
n_return = nitems(return_cb << get items());

// Create a one-dimensional matrix of 0s
empty list = j(n return, 1, 0);</pre>
```

Associative Arrays to the Rescue

```
// Use an associative array to store the return checkboxes for each product name
// Initialize associative array
return aa = associative array();
n return = nitems(return cb << get items());</pre>
// Create a one-dimensional matrix of Os
empty list = j(n return, 1, 0);
// Get product names from product listbox
product list = product lb << get items;</pre>
for (i = 1, i <= nitems(product_list), i++,
    one product = product list[i];
    return aa[one product] = empty list;
);
```

Initial Values for Associative Array

```
return aa:
Associative Array({
{"Cantaloupe", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Carrot", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Cucumber", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Lettuce", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Peach", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Squash", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Tomato", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Watermelon", [0, 0, 0, 0, 0, 0, 0, 0]}})
```

When checkboxes are checked or unchecked...

```
// Called when the return cb check box selection changes
return cbChange=Function({this, index},{selected},
    one product list = product lb << get selected;
    if (nitems(one product list) > 0,
        one product = one_product_list[1];
// Get the status of the recently checked or unchecked checkbox
    one checked = this << get(index);
// Save the checkbox status for this product name/return element
    return aa[one product][index] = one checked;
);
```

When the product name changes...

```
// This function is called when the product lb List Box selection changes
product lbSelect=Function({this}, {selectedIndex},
    one product list = this << get selected;
    if (nitems(one product list) > 0,
        one product = one product list[1];
// Put the newly selected product name into some labels
        return panel << set title("Select the desired " ||
            one product || " return reason");
// Set the return cb checkboxes to this product's values
        for (i = 1, i \le n \text{ return}, i++,
            return cb << set(i, return aa[one product][i]);</pre>
        );
```

Returns Associative Array with some Checkboxes Checked

```
Associative Array({
{"Cantaloupe", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Carrot", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Cucumber", [0, 0, 0, 0, 0, 0, 0, 0]},
{"Lettuce", [0, 0, 0, 0, 0, 0, 0, 0]},
                                                                              _ D X
{"Peach", [1, 1, 0, 0, 0, 0, 0, 0]
                                                     - Application - JMP [2]
                                                     Actions
{"Squash", [0, 0, 0, 0, 0, 0, 0, 0, 0
                                                     OK Cancel
{"Tomato", [0, 0, 0, 1, 1, 0, 0, 0, 0
                                                     Product Name
                                                              Select the desired Tomato return reason
{"Watermelon", [0, 0, 0, 0, 0, 0, 1,
                                                     Tomato
                                                               Rotten
                                                     Peach
                                                               Past sell-by date
                                                     Cantaloupe
                                                               ■ Funny smell
                                                     Squash
                                                               Discolorations

■ Insect parts found

                                                     Watermelor
                                                               ■ Moldy
                                                     Carrot
                                                               Broken parts
                                                     Lettuce
                                                               ☐ Gone to seed
                                                               Other
                                                                               ☆ □ ▼
```

Tree Nodes and Tree Boxes

Tree Node

- A tree data structure in JMP that can be displayed using a Tree Box.
- Has a label, which appears in the Tree Box, but also can hold data (any JMP object).

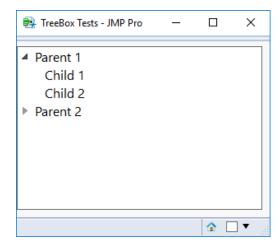
Tree Box

- Shows Tree Nodes, allowing you to select and collapse the nodes as desired.
- Can have various kinds of callback functions, which are useful when updating a window based on selection.



Simple Tree Box Example

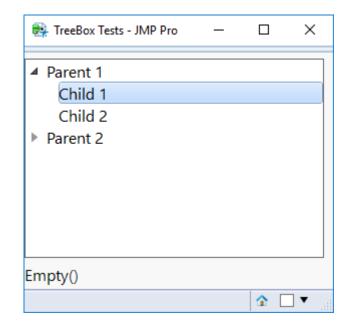
```
root1 = Tree Node( "Parent 1" );
root2 = Tree Node( "Parent 2" );
c1 = Tree Node( "Child 1" );
c2 = Tree Node( "Child 2" );
c3 = Tree Node( "Child 3" );
c4 = Tree Node( "Child 4" );
root1 << Append( c1 );</pre>
root1 << Append( c2 );</pre>
root2 << Append( c3 );</pre>
root2 << Append( c4 );</pre>
nw = New Window( "TreeBox Tests",
    tree = Tree Box( {root1, root2}, Size( 300, 200 ) )
tree << Expand( root1 );</pre>
```





Adding Data to Tree Nodes

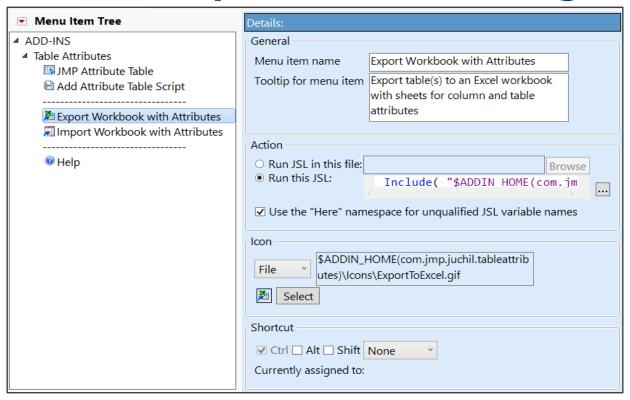
```
// add a text box to the window
nw << Append( tb = Text Box() );
// add some data to the root nodes
root1 << Set Data( "Welcome to Cary!" );</pre>
root2 << Set Data( "See you next year!" );</pre>
// add a callback function when selecting a node
tree << Set Node Select Script(</pre>
   Function({tree, node},
      If( !Is Empty( node ),
         tb << Set Text( Char( node << Get Data() ) )
```



Candy Bars Example - Demo

Candy Bar Nutrition.jsl

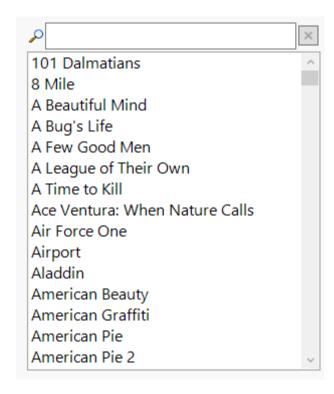
Real World Example – Add-In Manager



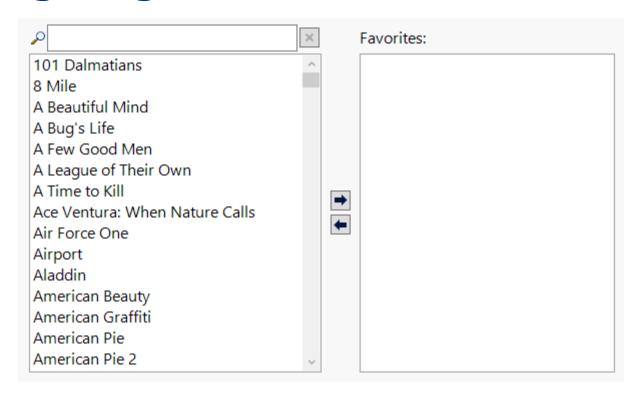
Filtering Long Picklists

- Sometimes there are just too many items in a list box to find what you are looking for.
- Implementing your own search box can help reduce the need for scrolling through these items.

Filtering Long Picklists – Single Select



Filtering Long Picklists – Multiselect



Search Box

```
H List Box(
   Align( "Center" ),
   Icon Box( "SearchIndex" ),
   filter teb = Text Edit Box( "",
      <<Set Width( 250 ),
      <<Set Text Changed( filterMovies )
   Button Box( "",
      <<Set Icon( "TabClose" ),
      <<Set Script(
         // clear the filter and call the text changed function
         filter teb << Set Text( "" );</pre>
         filterMovies( filter_teb, "" );
      <<Set Tip( "Clear Filter" )
```

Filter Function

```
filterMovies = Function( {this, searchText},
   {filtered movies, i},
   // only attempt to filter if there is any text
   If( searchText != "",
      // new list for movies that match searchText
      filtered movies = {};
      // Check if each movie matches the given text
      For( i = 1, i <= N Items( all movies list ), i++,
         // Insert to our list if it contains our search text (case insensitive)
         If( Contains( Lowercase( all movies list[i] ), Lowercase( searchText ) ),
            Insert Into( filtered movies, all movies list[i] );
      // else show all movies
      filtered movies = all movies list;
   nonFavMovies_lb << Set Items( filtered movies );</pre>
```

Favorite Movies Example - Demo

Favorite Movies.jsl



Real World Example – JMP Testing Framework



Conclusions

- Col boxes are a useful addition to a tablebox
- Tab boxes are great for segmenting displays
- Associative arrays are useful for storing complex state information
- Tree nodes and tree boxes are excellent for working with hierarchical data
- Filtering long picklists can easily be done in JSL

Principles of User Interface Design (Joshua Porter*)

- Clarity is job #1
- Interfaces exist to enable interaction
- Conserve attention at all costs
- Keep users in control
- Direct manipulation is best
- One primary action per screen
- Keep secondary actions secondary
- Provide a natural next step
- Appearance follows behavior
- Consistency matters

- Strong visual hierarchies work best
- Smart organization reduces cognitive load
- Highlight, don't determine, with color
- Progressive disclosure
- Help people inline
- A crucial moment: the zero state
- Great design is invisible
- Build on other design disciplines
- Interfaces exist to be used

^{* &}lt;a href="http://bokardo.com/principles-of-user-interface-design/">http://bokardo.com/principles-of-user-interface-design/

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Key Learnings

- Listen to your users
- Listen some more
- Keep listening!
- Don't say no right away
- Show prototypes
- Users don't know what they want until they see what they don't want





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Level: Intermediate

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The user interface of an application should be easy to understand and use. Good user interfaces will result in engaged users, fewer frustrations and great user experiences. This talk will focus on how to supercharge your user interfaces using a variety of techniques in JSL. Most people are familiar with using the JMP data table to display and interact with a grid of values. If you delve into JSL, you will discover that you can do similar things by using an object called a Table Box. You can populate a Table Box with the String Col Box, String Col Edit Box, Number Col Box, Number Col Edit Box, Check Box and Radio Box objects. What if you want to display text in different fonts, styles or sizes, or change the foreground or background colors in the Table Box grid? What if you want to display a column of clickable buttons? What if you want to display a column of icons representing the status of a row? Or how about a column of mini-graphs? The Col Box is the answer! The Col Box is a special type of column object that can contain any other display box. Having this ability allows you to improve the user interfaces of your applications. This talk will show numerous examples of how to use the Col Box display object, as well as an implementation in a real-world application that greatly improved usability. In addition, we will show other supercharging techniques, including using icons in buttons and menus for more intuitive actions, using hover-help or tooltips, using tabs to declutter things, and providing search functionality for long picklists to speed selection.

Presentation materials are also available on GitHub: Supercharge Your User Interfaces in JSL



Thank you

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Martin Freeman, Untitled Diagnosed with AIDS in 1990, Martin lives in San Francisco where he continues to create new pieces.

