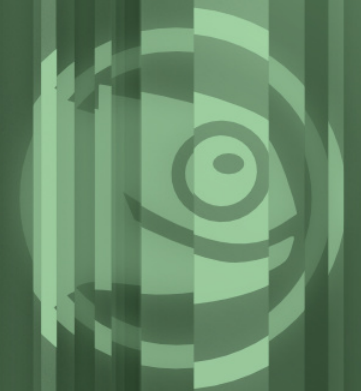


# LibYUI

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# What we believe in

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# Simplicity



openSUSE<sup>™</sup>

# What we believe in

---

# Simplicity Power



openSUSE<sup>™</sup>

# What we believe in

---

Simplicity  
Power  
Choice



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# YaST

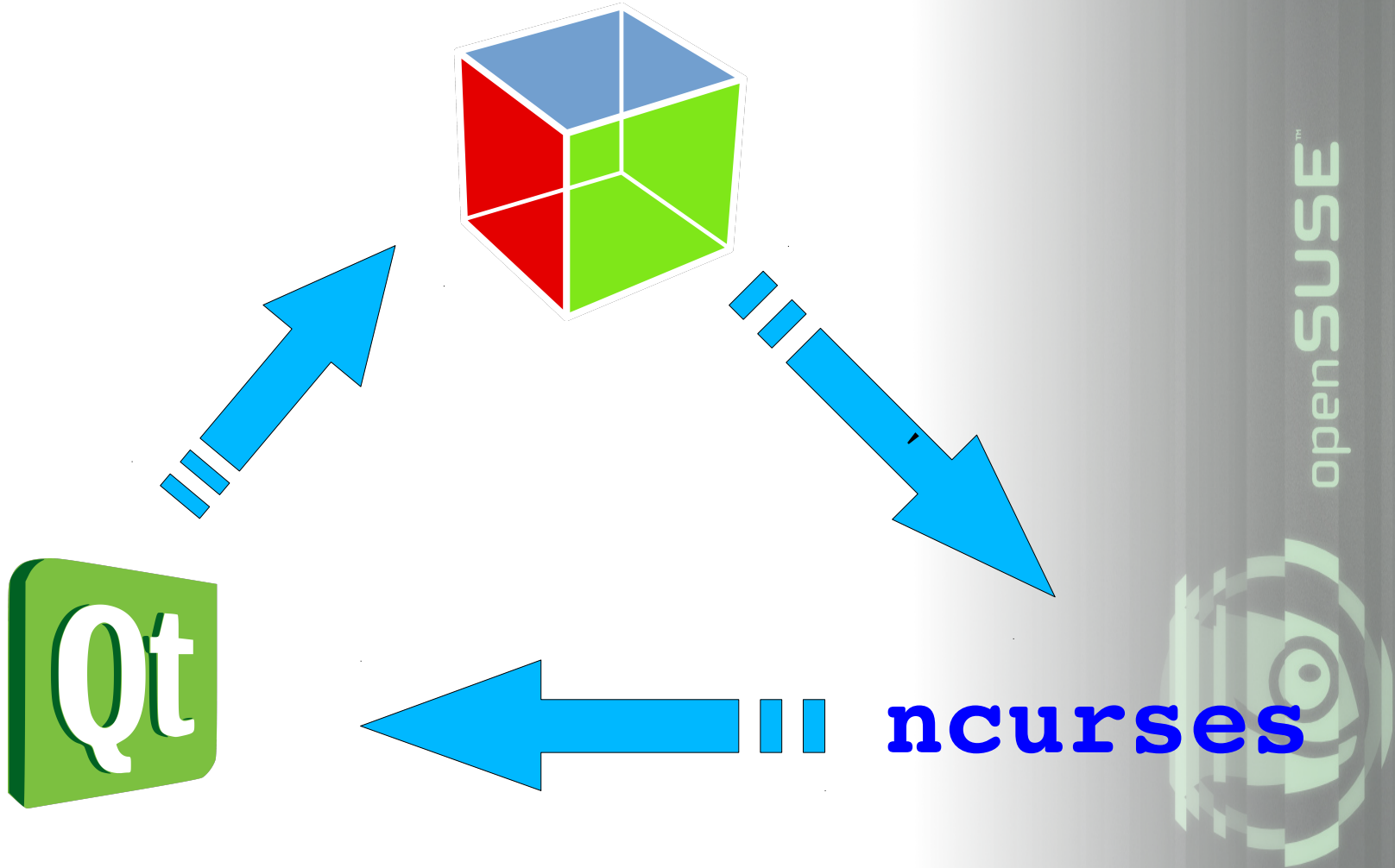
---

# SWISS KNIFE



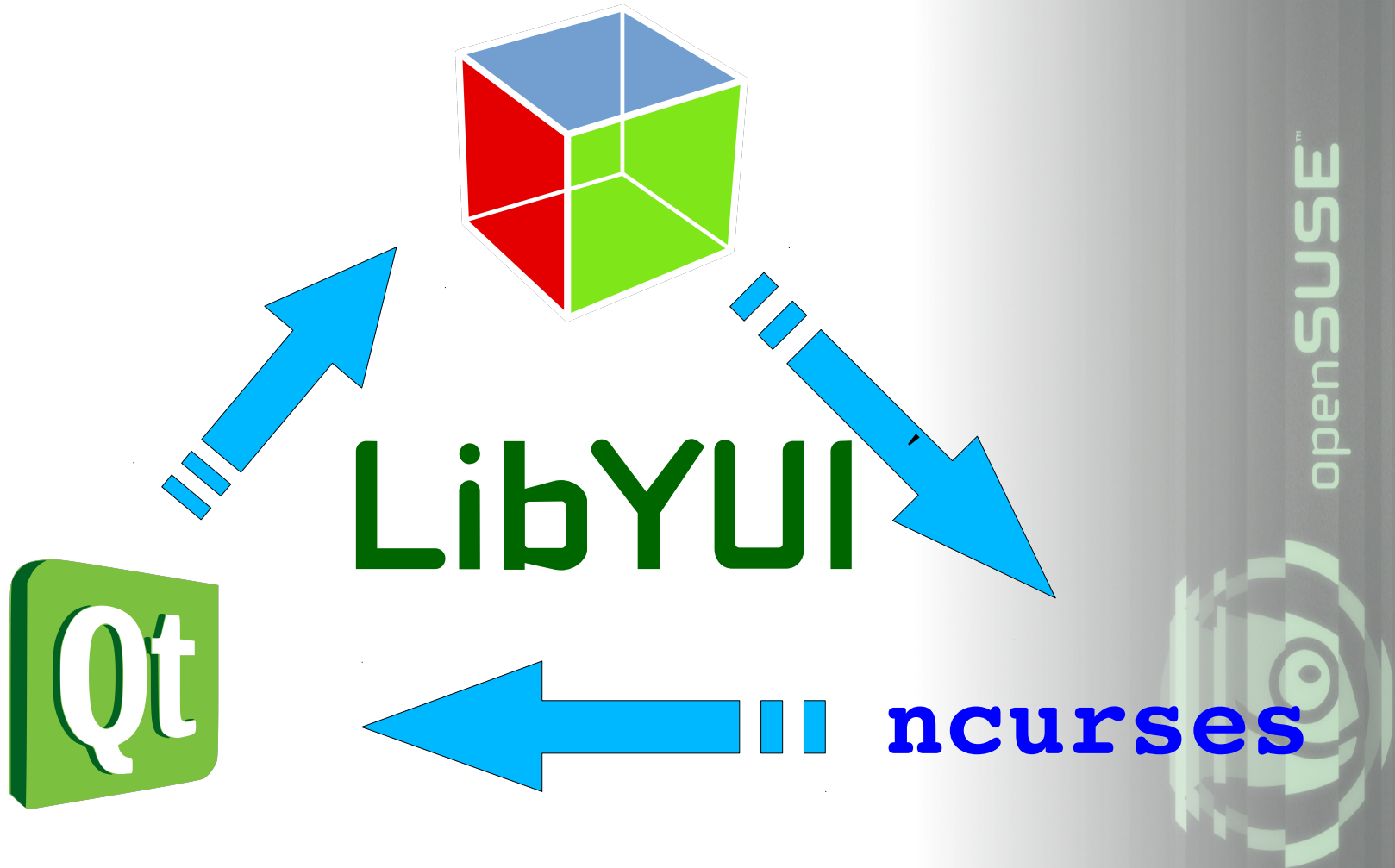
# Problems

---

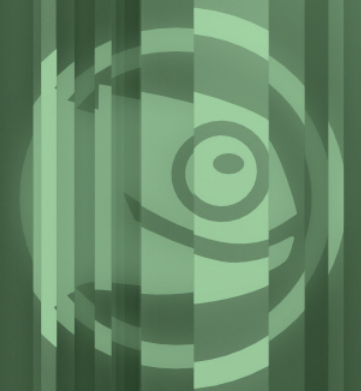


# Solution

---



# Understanding LibYUI

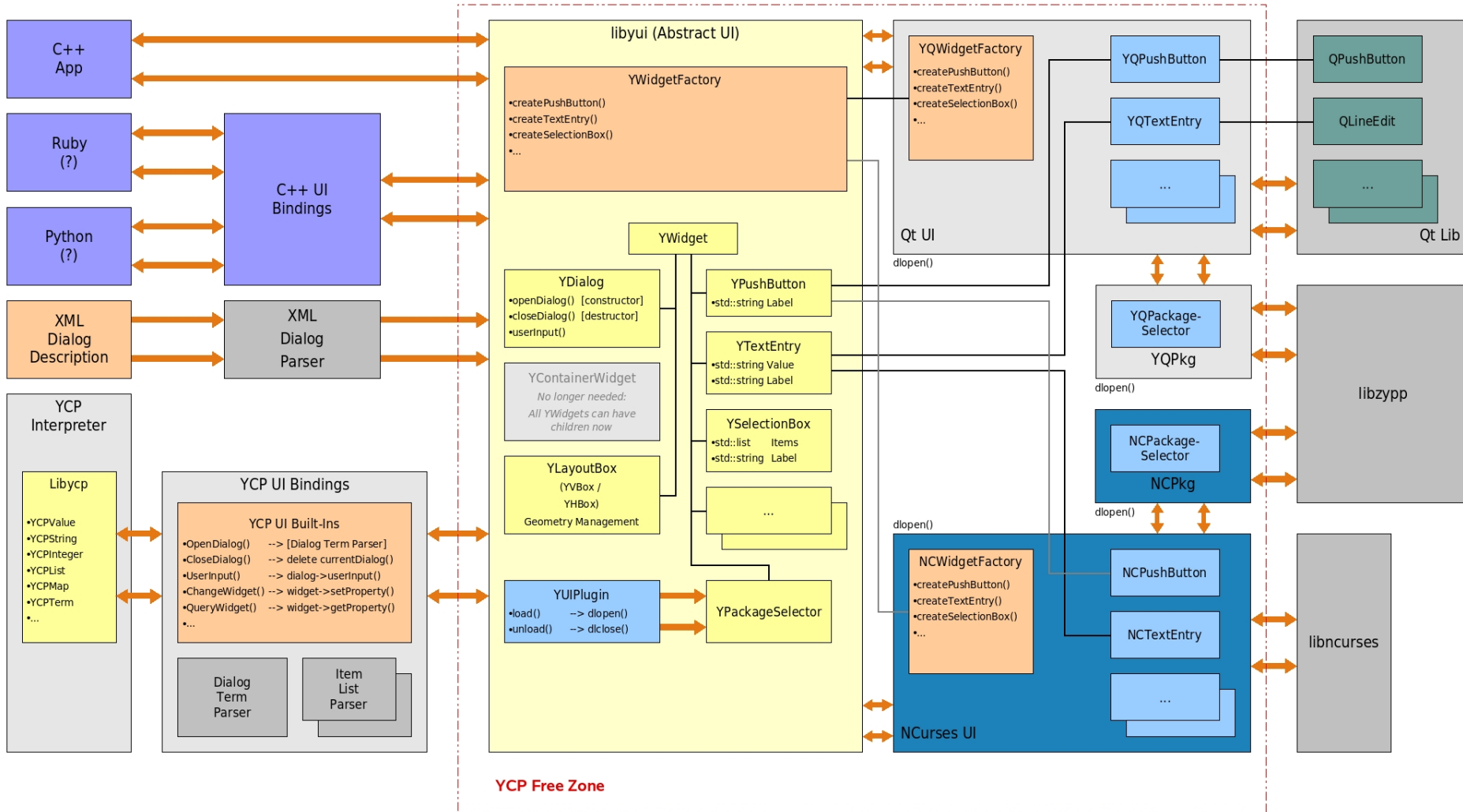


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# LibYUI Architecture

## Modular YaST2 UI Architecture



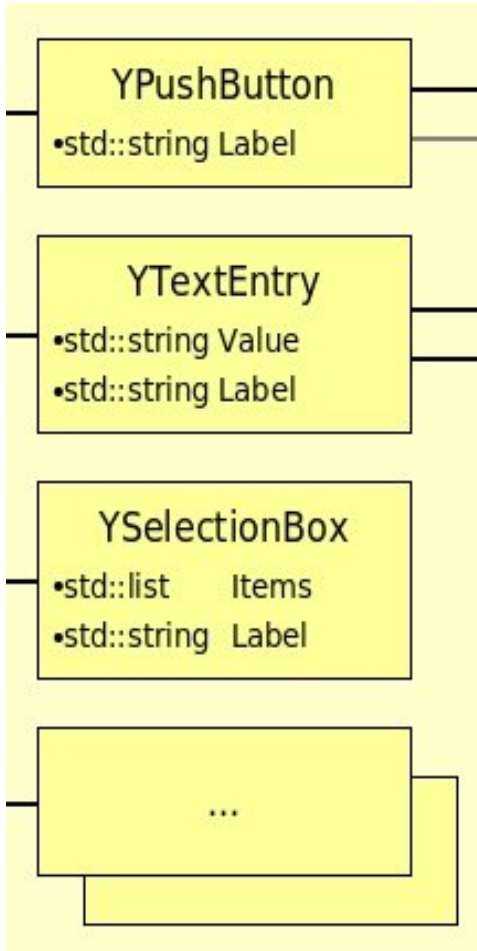
# Building Blocks

---



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# Building Blocks



**And more....**



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# Hello YUI

---

```
#include "YUI.h"
#include "YWidgetFactory.h"
#include "YDialog.h"
#include "YLayoutBox.h"
#include "YEvent.h"

int main( int argc, char **argv )
{
    YDialog *dialog = YUI::widgetFactory()->createPopupDialog();
    YLayoutBox *vbox = YUI::widgetFactory()->createVBox( dialog);
    YUI::widgetFactory()->createLabel( vbox, "Hello, YUI!" );
    YUI::widgetFactory()->createPushButton( vbox, "&OK" );

    dialog->waitForEvent();
    dialog->destroy();
}
```



# Compiling

Include YUI Headers

```
g++ -I /usr/include/YaST2/libyui -lyui
```

Qt Interface:

```
- ./Hellyui
```

Gtk Interface :

```
- ./Helloyui -gtk
```

Ncurses Interfaces:

```
- unset DISPLAY  
./Helloyui
```

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# Compiling

Include YUI Headers

```
g++ -I /usr/include/YaST2/libyui -lyui
```

Qt Interface:

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- ./Helloyui -gtk

Ncurses Interfaces:

- unset DISPLAY
- ./Helloyui

Link with libyui

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# Lets Break it down

1<sup>st</sup> call creates UI instance and w.factory instance

```
int main( int argc, char **argv )  
{  
    YDialog *dialog =  
        YUI::widgetFactory() ->createPopupDialog();
```

Child of the main dialog

```
    YLayoutBox *vbox =  
        YUI::widgetFactory() ->createVBox( dialog );
```

Get widget pointer from w.factory

Widget container  
(layout aid)

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# Event Handling

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***First Design  
then HANDLE***

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# Not supported by LibYUI

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Multiple Threads  
Signals And Slots  
Advanced Graphics  
Non-blocking event handling



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# Problems with LibYUI

---

Not very popular among developers :-)



# Problems with LibYUI

---

Not very popular among developers :-(  
Heavily dependent on YaST (ghosts of the past)



# Problems with LibYUI

---

Not very popular among developers :-(  
Heavily dependent on YaST (ghosts of the past)  
Very small community



# Solutions

---

Build up development



# Solutions

---

Build up development  
Package and distribute



# Solutions

---

Build up development  
Package and distribute  
GsoC Project



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# Useful Links

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\*-yui package doc with examples:

[/usr/share/doc/packages/\\*-yui](/usr/share/doc/packages/*-yui)

Source Code

<http://svn.opensuse.org/svn/yast/trunk/libyui/>

<http://svn.opensuse.org/svn/yast/trunk/libyui-bindings/>

YaST development mailing list:

[yast-devel@opensuse.org](mailto:yast-devel@opensuse.org)

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Thanks For  
Listening