

Chapter *1*

The BlackBox Framework

- The Component Pascal language
- Cross-platform capability
- Graphical user interface
- Object-oriented language and system

*Four characteristics of the
BlackBox framework*

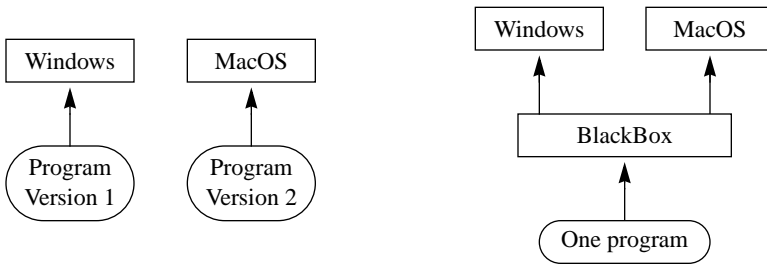


Figure 1.1
The cross-platform capability of BlackBox.

(a) Multiple versions without the BlackBox framework.

(b) One program with the BlackBox framework.

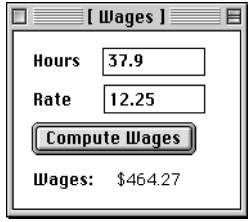


Figure 1.2
The same dialog box with two different operating systems.

(a) A Macintosh dialog box developed in the BlackBox framework.

(b) A MSWindows dialog box developed in the BlackBox framework.

- Type and Statement abstraction
- Structure and Procedure abstraction
- Class abstraction
- Behavior abstraction

*The four levels of abstraction
in programming languages*

- Mod—the programs you write with the text editor
- Code—the machine language version that the Component Pascal translator will create from your programs in Mod
- Sym—the symbol table that the Component Pascal translator will create from your programs in Mod
- Docu—the documentation you write with the text editor that accompanies the programs in the Mod folder
- Rsrc—the resources that you create with the Form subsystem that accompany the programs in the Mod folder

Folder names with special meaning to the BlackBox framework

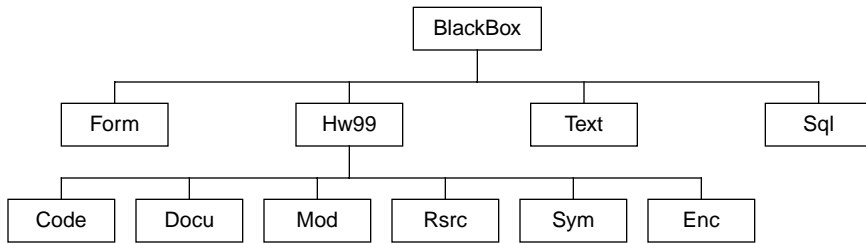
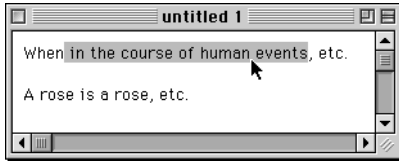


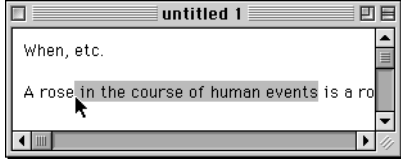
Figure 1.3

The homework project folder.

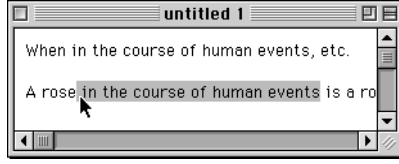


(a) Selecting a stretch of text.

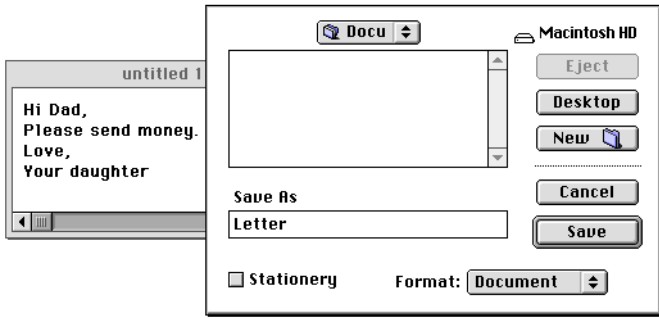
Figure 1.4
The Drag and Drop feature.



(b) Drag and drop the selection.



(c) Drag and drop with copy.



(a) MacOS.

Figure 1.5
Saving a document.



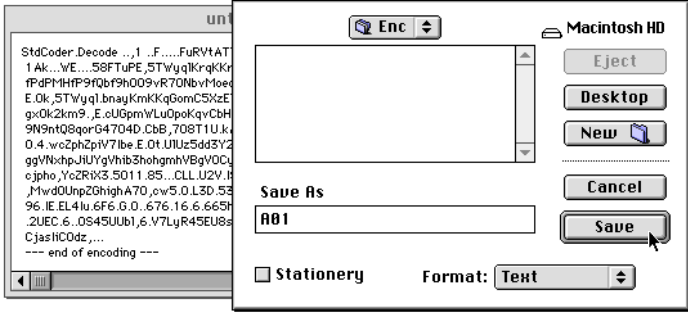
(b) MSWindows.



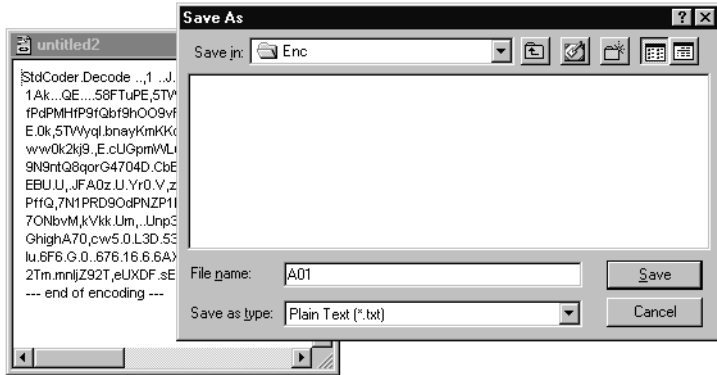
Figure 1.6
Entering a file list to be encoded.



Figure 1.7
The result of selecting
Tools→Encode File List.



(a) MacOS.



(b) MSWindows.

Figure 1.8
Saving the encoded document.