Parallel I/O Simulator - Graphical UI Design

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Overview

1. Objectives
2. Parallel I/O Simulator - Use cases
   - Cluster
   - Use cases
3. Model
   - Component represntation (XML)
   - Component types
   - Model
4. View (GUI)
   - Interface class between Model and View
   - User interface sections
5. Achievements

Objectives of the internship

1. Use cases for the cluster - definition and documentation
2. Cluster - Model and GUI integration

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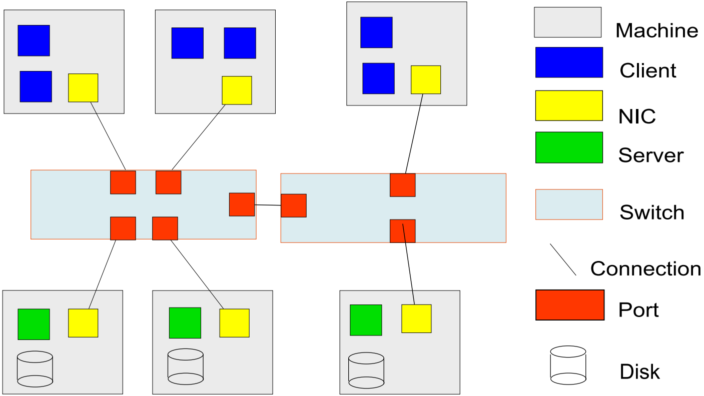
Cluster - Abstract view



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```
<Maschine name="CM1">
<MemorySize>1073741824</MemorySize>
<CacheSize>0</CacheSize>
<InstructionPerSecond>100</InstructionPerSecond>
<CPUs>1</CPUs>
<NIC name="MR1␣NIC1">
<Connection to="Switch␣1">
<Bandwidth>122683392</Bandwidth>
<Latency>0.00002s</Latency>
</Connection>
</NIC>
<Client name="C1" template="PVS-Client">
<Application rank="0" application="Writer1"/>
</Client>
</Maschine>
```

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User interface sections

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Drawing area

Components are drawn in the canvas called, drawing area.

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2. Redesigning of the graphical user interface

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Demo

Thank you!