



Jekejeke Develop Swing

Version 1.4.0, July 12th, 2019

XLOG Technologies GmbH

Jekejeke Prolog

Development Environment 1.4.0

User Manual Swing

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... Defined predicates with arity>0, both static and dynamic, are indexed on the functor of their first argument [1, p.17] ...

[1] Language Reference, Jekejeke Prolog 0.8.1, XLOG Technologies GmbH, Switzerland, February 22nd, 2010

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Change History

Jan Burse, August 8th, 2012, 0.1:

- Derived from runtime library version with debugging functionality only.

Jan Burse, March 8th, 2014, 0.2:

- Fixed menu location.

Jan Burse, July 4th, 2015, 0.3:

- New debug menu and toolbar.

Jan Burse, July 13rd, 2016, 0.4:

- Abort menu item already in runtime library.

Jan Burse, June 26th, 2017, 0.5:

- New accelerators for debugging menu.

Jan Burse, June 26th, 2018, 0.6:

- New thread monitor action and settings panel.

Jan Burse, July 12th, 2019, 0.7:

- New debugger interaction.

1 Introduction

The user interface for the Jekejeke Prolog development environment can be either run with a GUI or without a GUI. In the following we describe the GUI of the Jekejeke Prolog development environment. It extends the functionality of the runtime library by functionality to interactively debug goals.

- **Tours:** t.b.d.
- **Menus:** The development environment extends the runtime library menus by additional debugger related functionality.
- **Toolbars and Popup Menus:** The development environment extends the runtime library toolbars by additional debugger related functionality.
- **Settings Panels:** The development environment extends the runtime library settings panels by additional debugger related functionality.
- **Appendix Tour Listings:** t.b.d.

2 Tours

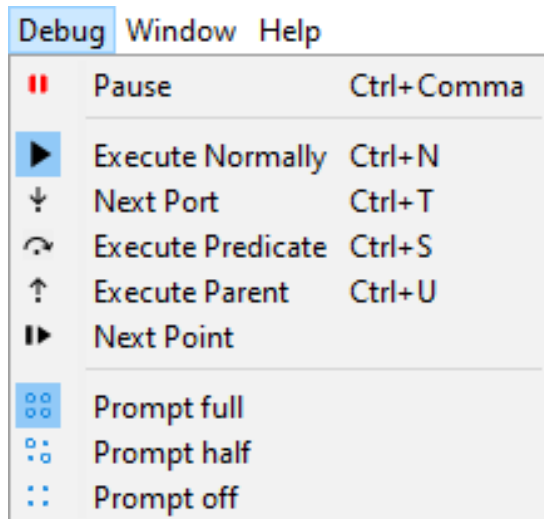
t.b.d.

3 Menus

The development environment extends the console interface by additional menus to control the debugger. The following menus are available:

- [Debug Menu](#)
- [Window Menu](#)

3.1 Debug Menu



|| **Pause:** Pause this query.

▶ **Execute Normally:** Run until paused or aborted.

↓ **Next Port:** Run until next port.

↺ **Execute Predicate:** Run until predicate is executed.

↑ **Execute Parent:** Run until parent is executed.

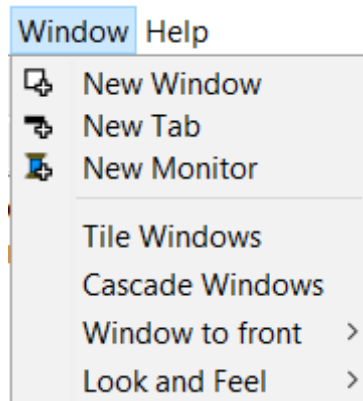
▶ **Next Point:** Run until next spy or break point.

⊞ **Prompt full:** Prompt on call, exit, redo and fail port.

⊞ **Prompt half:** Only prompt on call and redo port.

:: **Prompt off:** Never prompt on port.

3.2 Window Menu



☐ **New Window:** Start a new thread in a new window.

☐ **New Tab:** Start a new thread in a new tab.

☐ **New Monitor:** Start a new monitor in a new browser.

Tile Windows: Tile the console windows.

Cascade Windows: Cascade the console windows.

Window to Front: Bring a console window to front.

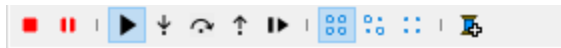
Look and Feel: Change the look and feel of the console windows. See also Look & Feel Submenu of the runtime library.

4 Toolbars and Popup Menus

The development environment extends the console interface by additional toolbars and popup menus to control the debugger. The following toolbars and popup menus are available:

- [Debug Toolbar](#)

4.1 Debug Toolbar



- : Abort this query.
- ▂: Pause this query.
- ▶: Run until paused or aborted.
- ↓: Run until next port.
- ↻: Run until predicate is executed.
- ↑: Run until parent is executed.
- ▶: Run until next spy or break point.
- ⊞: Prompt on call, exit, redo and fail port.
- ⊞: Only prompt on call and redo port.
- ▂: Never prompt on port.
- 🖥️: Start a new monitor in a new browser.

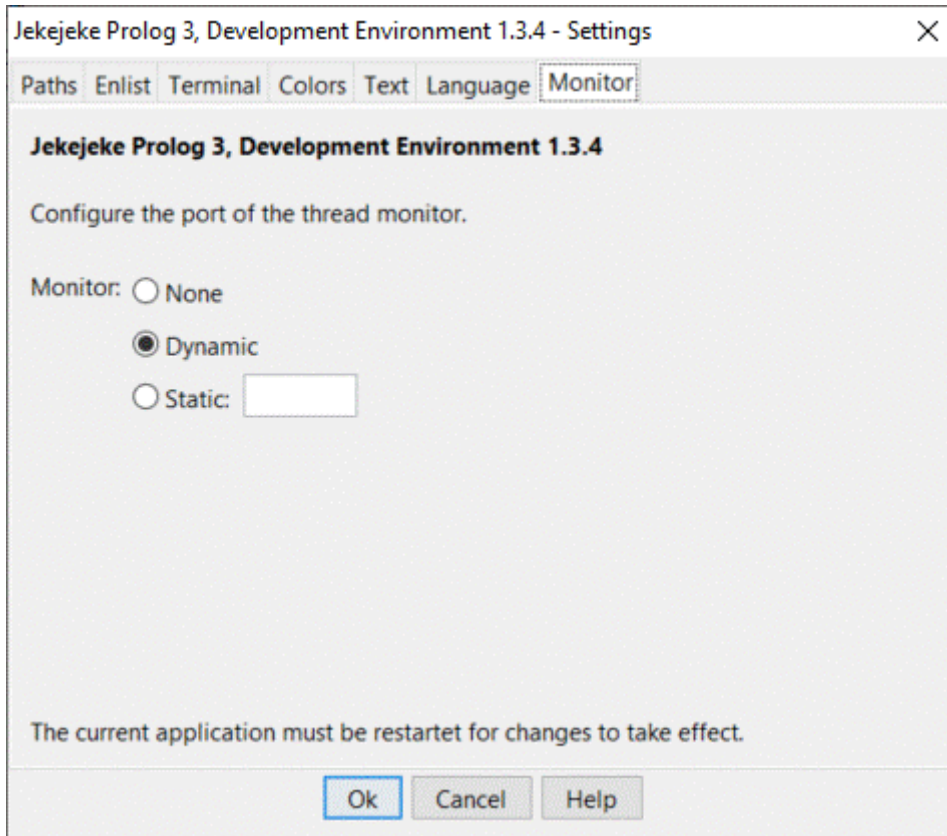
5 Settings Panels

The settings dialog shows tabbed panels. Each panel is responsible for a particular set of settings. All the settings are stored in the user profile. Some changes are only effective after a restart of the runtime library.

For the settings panels from the runtime library that are also available in the development environment see the runtime library documentation. The following additional settings panels are available in development environment:

- [Monitor Panel](#)

5.1 Monitor Panel



Monitor None: There is not thread monitor.

Monitor Dynamic: The thread monitor port is dynamic.

Monitor Static: The thread monitor port is static as specified.

Ok: Save the settings and close the dialog.

Close: Close the dialog.

Help: Show this help section.

6 Appendix Tour Listings

t.b.d.

Pictures

Es konnten keine Einträge für ein Abbildungsverzeichnis gefunden werden.

Tables

Es konnten keine Einträge für ein Abbildungsverzeichnis gefunden werden.

References