

Structorizer 1.26

User Manual

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Table of contents

1.	Preface.....	3
1.1.	About the Author of the Program.....	3
1.2.	About the Author of the User Manual.....	3
2.	Interface	4
2.1.	Working Area	4
2.2.	Main menu	4
2.2.1.	File	4
2.2.2.	Edit.....	5
2.2.3.	Preferences	6
2.2.4.	Help.....	6
2.2.5.	View	6
2.3.	Toolbar	6
3.	How to create a Structogram with Structorizer	7
4.	Index.....	9

1. Preface

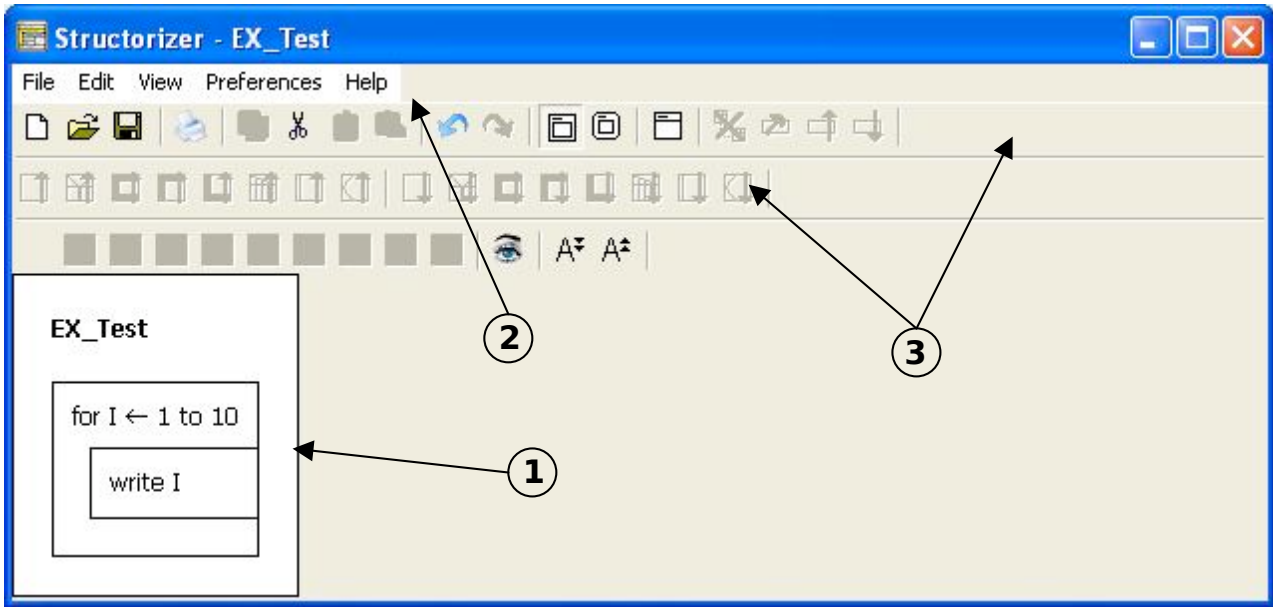
1.1. About the Author of the Program

Structorizer was written by Robert Fisch. It's current is 1.26. The goal of this program is to create Nassi-Schneiderman Diagrams (NSD).

1.2. About the Author of the User Manual

This User Manual has been made by Morais David. For any comments or suggestions, you can mail me at narutodc@hotmail.com

2. Interface



2.1. Working Area

This is where your NSD will be drawn. You can see your diagram there.

2.2. Main menu

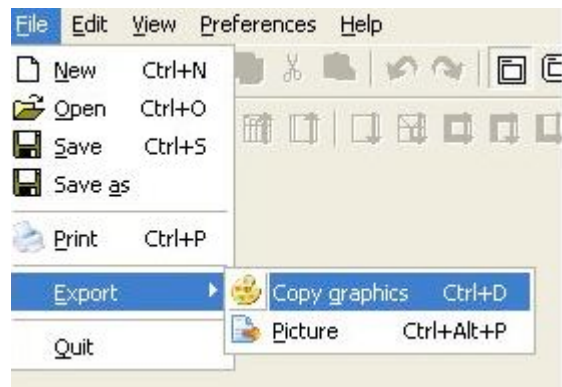
This is the main menu of "all" the Programs that got a GUI. (Graphical User Interface)

2.2.1. File

Besides the basic options like Open / Save / Save as and Print, you can export the NSD diagram into the clipboard or save the diagram as BMP Picture.

Structorizer got the following Export Features:

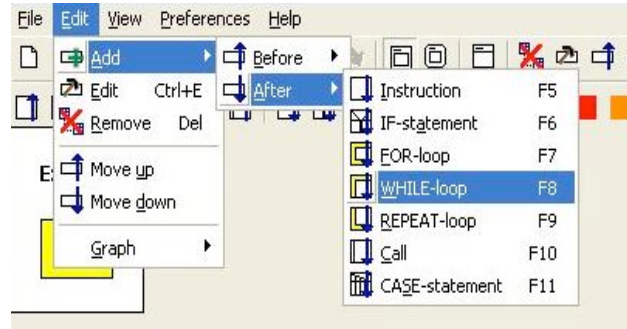
- Copy graphics
This Option copies the structogram as a picture onto to the clipboard.
- Picture
You can also save the structogram as a bitmap picture into a chosen folder.



2.2.2. Edit

- Add

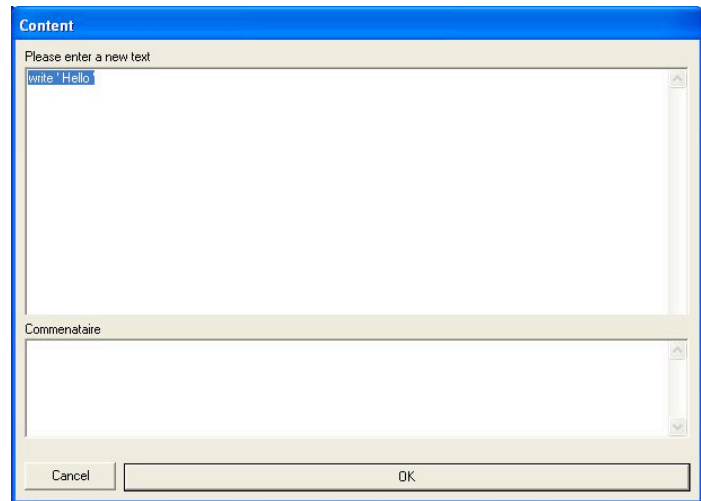
You can add instructions or whatever you want to add by clicking on "Add" and then choosing if you want to add an instruction after or before the box you clicked (The yellow one in the background is the one I selected)



(I will explain the comments in the next section.)

- Edit

Click on the box you want to edit (it will have a yellow background), and then go to Edit/Edit or right click on the box. You can edit the content and the comments now.



- Remove

If you want to remove a box, select it and click on "Remove".

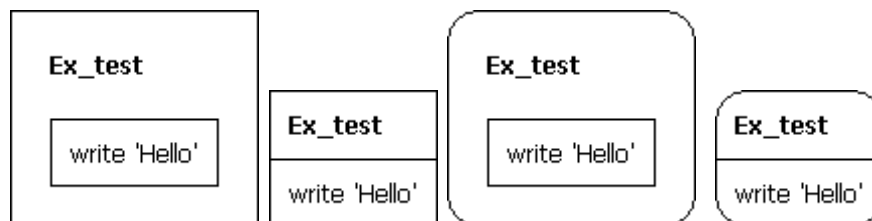
- Move up and down

You can move boxes up and down. You can either drag & drop it with your mouse or use the "Up" and "Down" buttons.

- Graph – Structogram Design

You can move your instructions up and down. For that you only need to select them and click on "Move up" or "Move down". You can also drag & drop it around in the structogram.

In the "Graph" submenu you can change the design of your Structogram. You can switch it into a very compact design or into a submethod design (with rounded edges).



From left to right: normal and compact program, normal and compact method

- Convert to
You can convert different instructions or loops into other ones with this feature.

2.2.3. Preferences

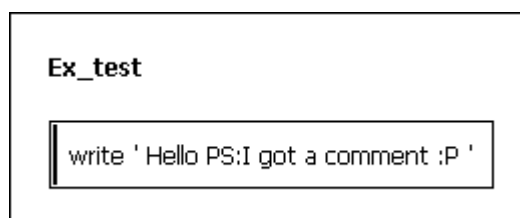
You can change the 9 colours which you can use to mark areas in you NSD. You can also change the default labels, for e.g.: In the "FOR loop", the "I←x to y" into "I← x a y" You can choose the font size and font colour. You can also choose the language of the program, currently there are 4 languages available, which are: English, German, French and Dutch

2.2.4. Help

You can view the about or check if a new version of Structorizer has been released.

2.2.5. View

You can enable or disable the comments in Structorizer. When you add or edit an instruction, you can add a comment which will be marked as a little black line. If you disable that option then you won't see that little line. You can read the comments by placing your cursor on the instruction.



2.3. Toolbar

The toolbar contains shortcuts to all the functions that you can find in the main menu. If you select a part in your structogram and click on one of the colours you will see that the background of the selected part has been changed. You can change the default colours in the "Preferences/Colours" menu.

If you want to know what the different icons are, just hold the cursor on top of the icon and read what is written in the little box that appears.

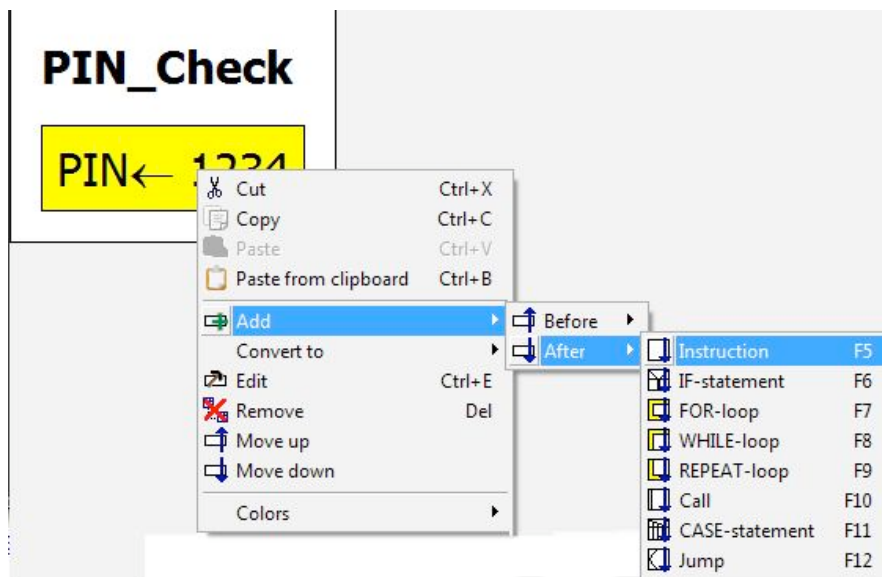
3. How to create a Structogram with Structorizer

I'm going to make a little structogram so you can see how to use Structorizer.

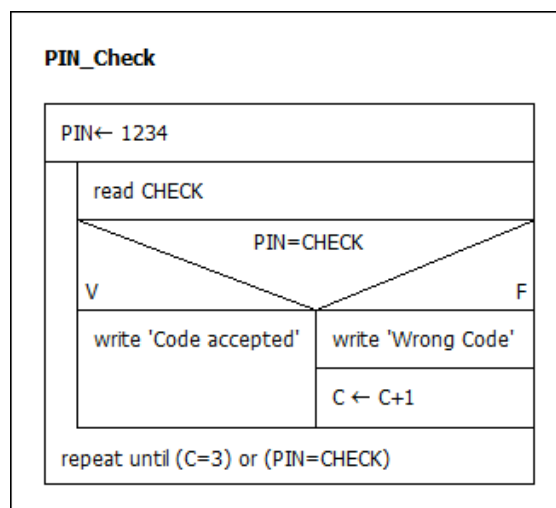
First create a new Structogram by clicking on "File / New".

Change the default title "???" to your project name by double clicking on the name and editing it.

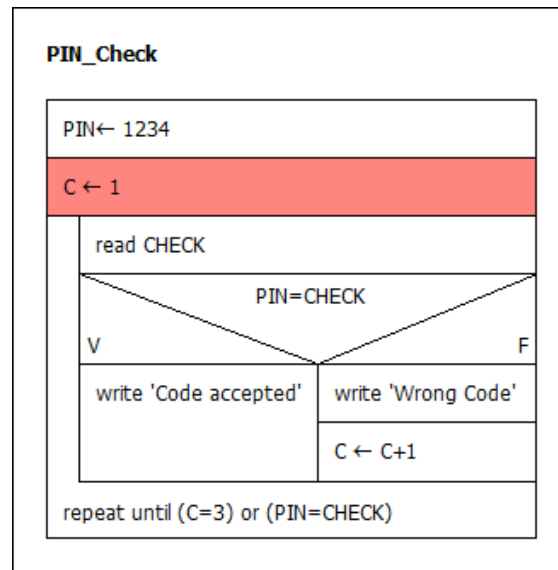
Now double click on the first instruction and begin to create your structogram.



After doing that we are going to add a REPEAT-loop. If you haven't changed the settings you will see "jusqu'a", you can change these default labels in "Preferences/Options".



Now we got a repeat loop but we forgot to add an instruction before the loop.



Click on the repeat loop to highlight it and then we right click again and go to "Add/Before/Instruction".

By the way, do you see the second instruction whose background is orange? That's the feature with which you can change the background colour.

You can also move the boxes around by just dragging it around.

4. Index

background colour.....	8	Export	4
Comments	6	Font Colour	6
Design	5	Font size	6
Drag and Drop	8	language	6
Edit	5	Save	4