

# **Dwarf Caiman UI Flow Diagram**

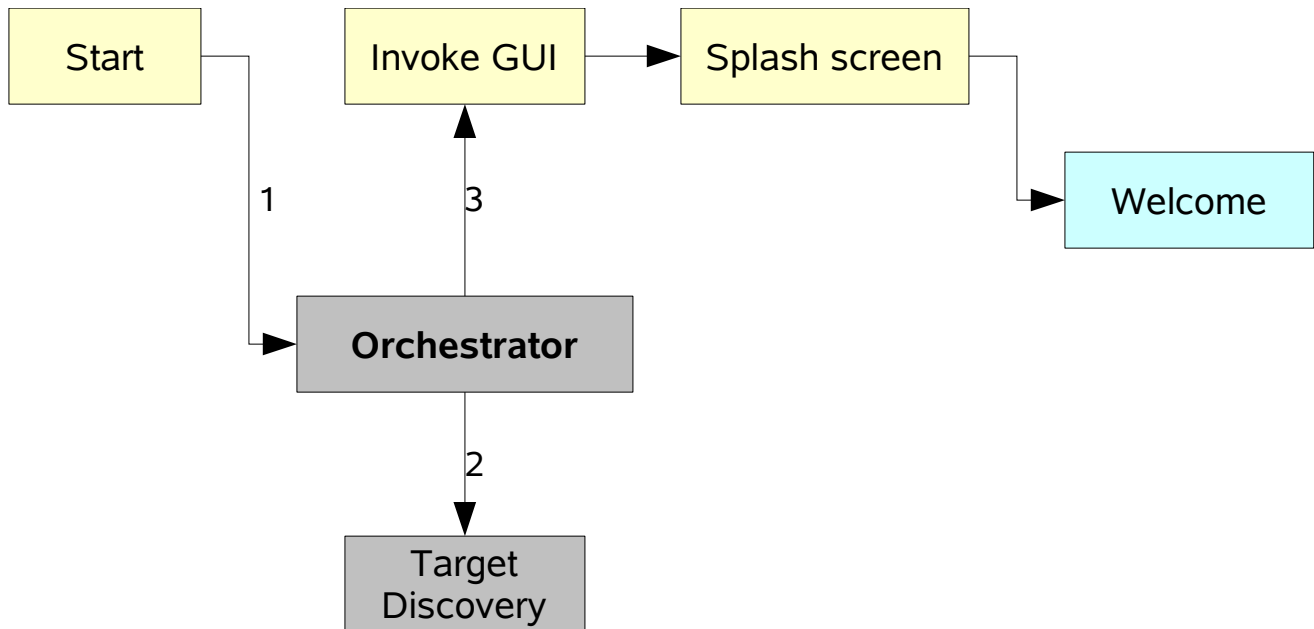
## **Goals of these diagrams:**

- To capture the significant interactions between the GUI and the orchestrator and data flow between the two.
- To help identify, roughly, what functionality the GUI is dependent on from the orchestrator and the stages at which it requires the functionality.
- To aid API definition that the orchestrator will provide for the GUI.

## **Things I haven't done:**

- Defined flow diagrams for installation language or keyboard selection.
- Considered a 2 DVD installation scenario.
- Considered any data types for passing between the orchestrator or UI.

# 1. Splash:

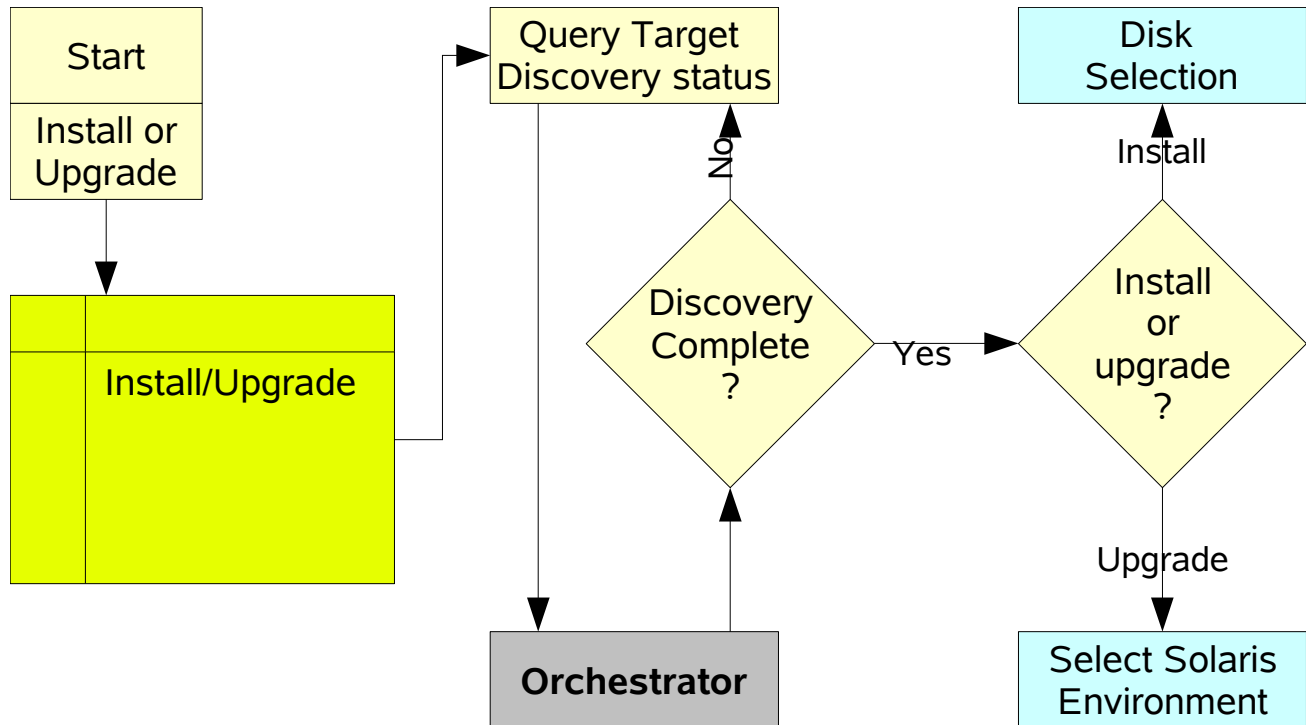


## **Notes:**

(The splash screen, I think, could be either event driven from the orchestrator or the GUI could poll the orchestrator. Polling might be acceptable since the splash screen is non-interactive at this stage).

1. The installation process begins with the invocation of the Orchestrator.
2. The Orchestrator first initiates the Target Discovery module which will be needed later on. Initiating it as early as possible minimizes or possibly eliminates any delay time when the GUI progresses to the Disk Selection(3) or Solaris Environment Selection stage (4)
3. The Orchestrator invokes the GUI after invoking the Target Discovery module.
4. The GUI displays the startup splash screen and progresses onto the Welcome screen (2).

## 2. Welcome:

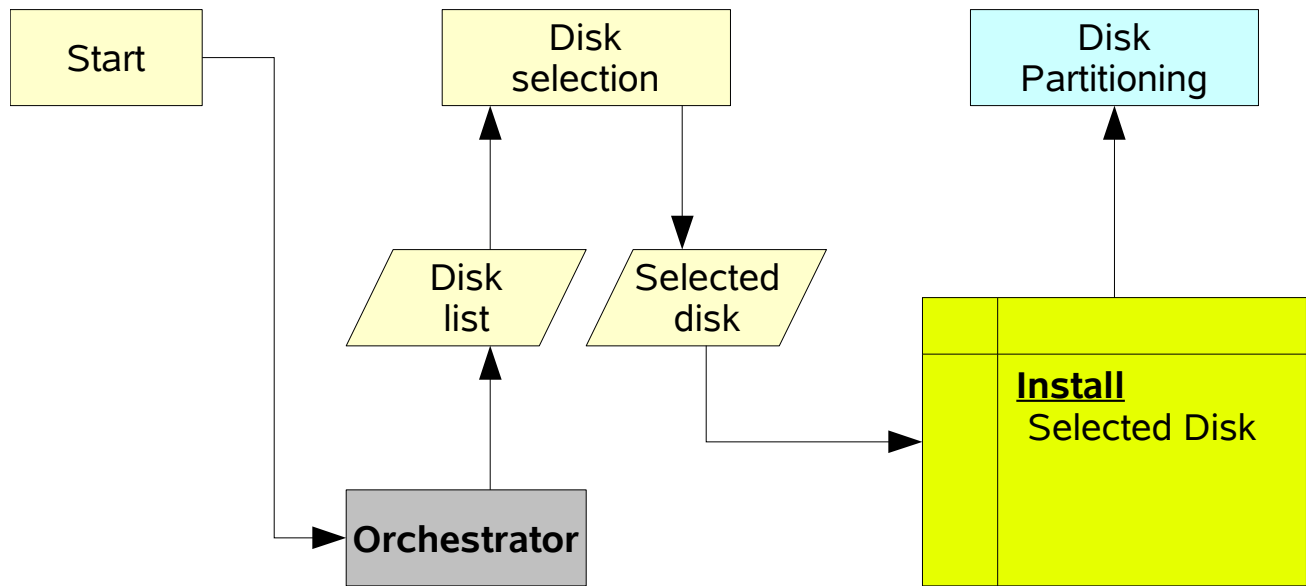


### Notes:

1. The GUI asks the user whether he/she wishes to perform a new installation or upgrade an existing Solaris environment.
2. The GUI records the user's decision.
3. The GUI queries the orchestrator to determine if the Target Discovery module has completed target discovery. If not the GUI must wait until discovery has completed. [1]
4. If the user selects installation, the GUI progresses to the Disk Selection screen (3). For an upgrade, the GUI progresses to the Select Solaris Environment screen (4).

[1] : We need to determine how the GUI conveys this status to the user.

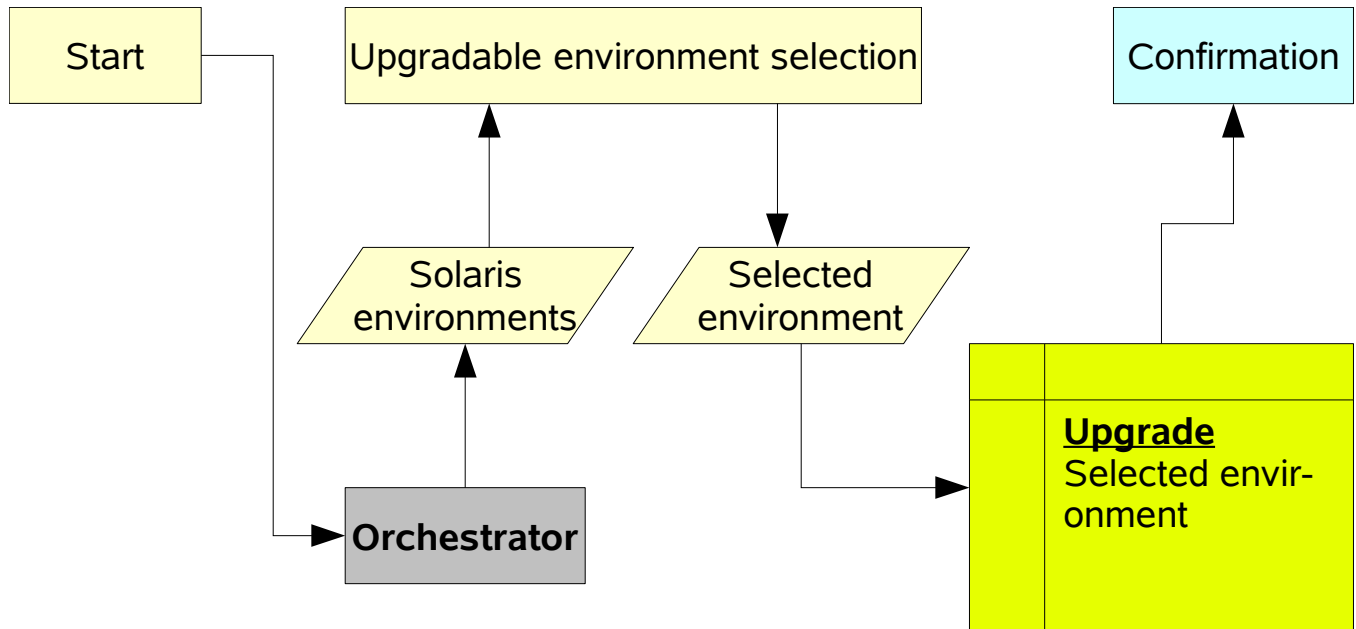
### 3. Disk Selection:



#### Notes:

1. The GUI queries the orchestrator for the details of all installable targets (disks).
2. The GUI displays these details and asks the user to select one of these targets to install Solaris onto.
3. The GUI records the details of the selected target and then progresses onto the Disk Partitioning screen (5).

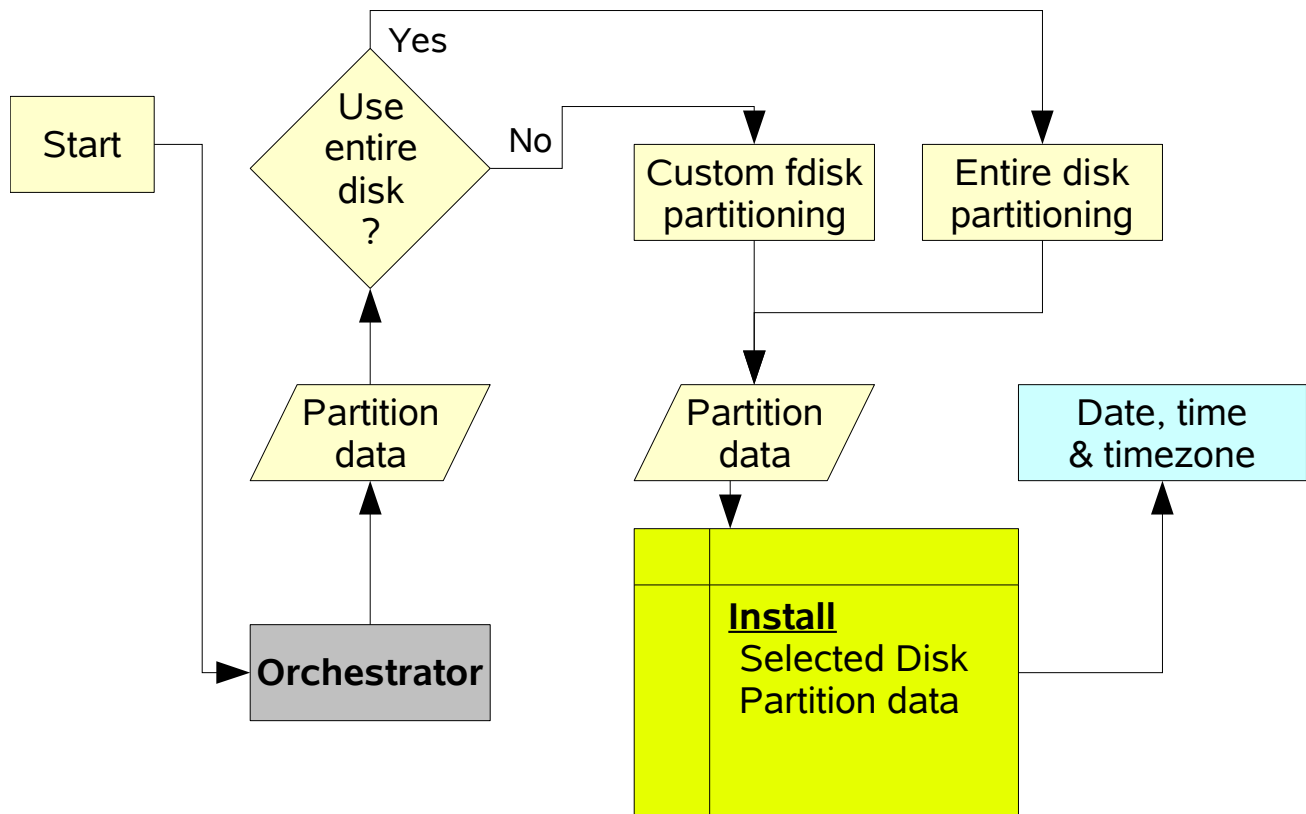
## 4. Solaris Environment Selection:



### Notes:

1. The GUI queries the orchestrator for the list of Solaris environments, including information about which environments are upgradable.
2. The GUI displays the list of Solaris environments and allows the user to select from the subset that are upgradable. It prevents the user from selecting a non-upgradable Solaris environment and indicates to the user that the environment is not upgradable.
3. When the user has selected a Solaris environment to be upgraded, it records the details of the selected environment and progresses to the Confirmation screen (9).

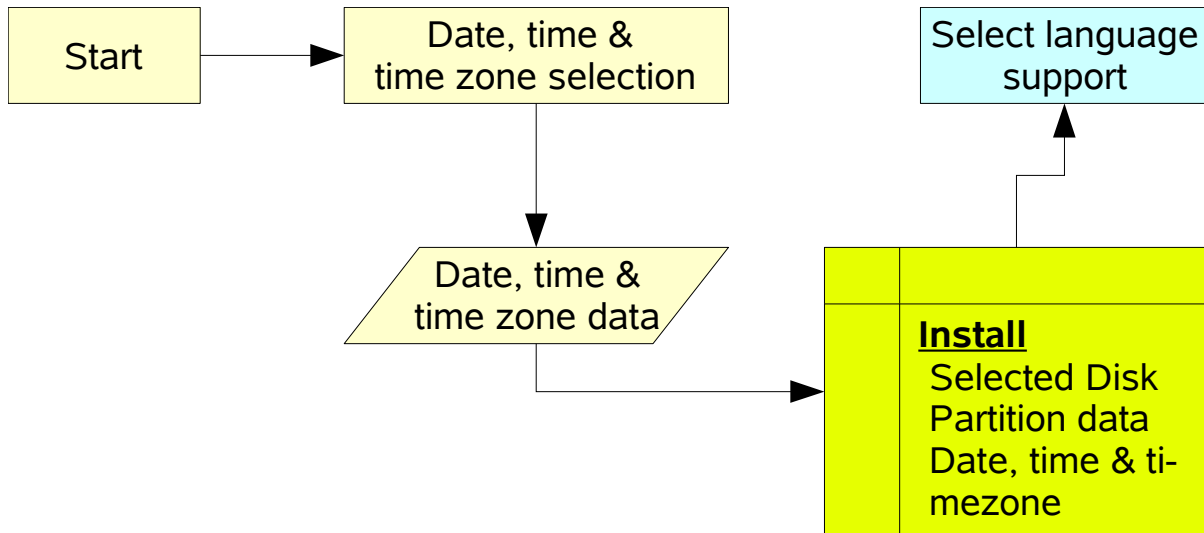
## 5. Disk Partitioning:



### Notes:

1. The GUI queries the orchestrator for current fdisk partitioning layout of the installation target (disk).
2. The GUI asks the user whether they wish to use the entire disk or to partition the disk.
3. If the user selects to use the entire disk then the GUI instructs the orchestrator to create a single Solaris2 fdisk partition that occupies the entire disk. Otherwise the GUI displays the fdisk partition table of the disk and allows the user to modify it, and create/select one Solaris2 fdisk partition. The GUI passes the new customised partitioning table to the orchestrator.
4. If the user selects to use the entire disk the the GUI uses an automatically generated partition table with a single partition spanning the entire disk. Otherwise the GUI displays the fdisk partition table of the disk and allows the user to modify it and to create or select one Solaris2 fdisk partition.
5. When the user is done the GUI records the details of the disk partitioning scheme and progresses on to the Date, Time & Timezone screen (6).

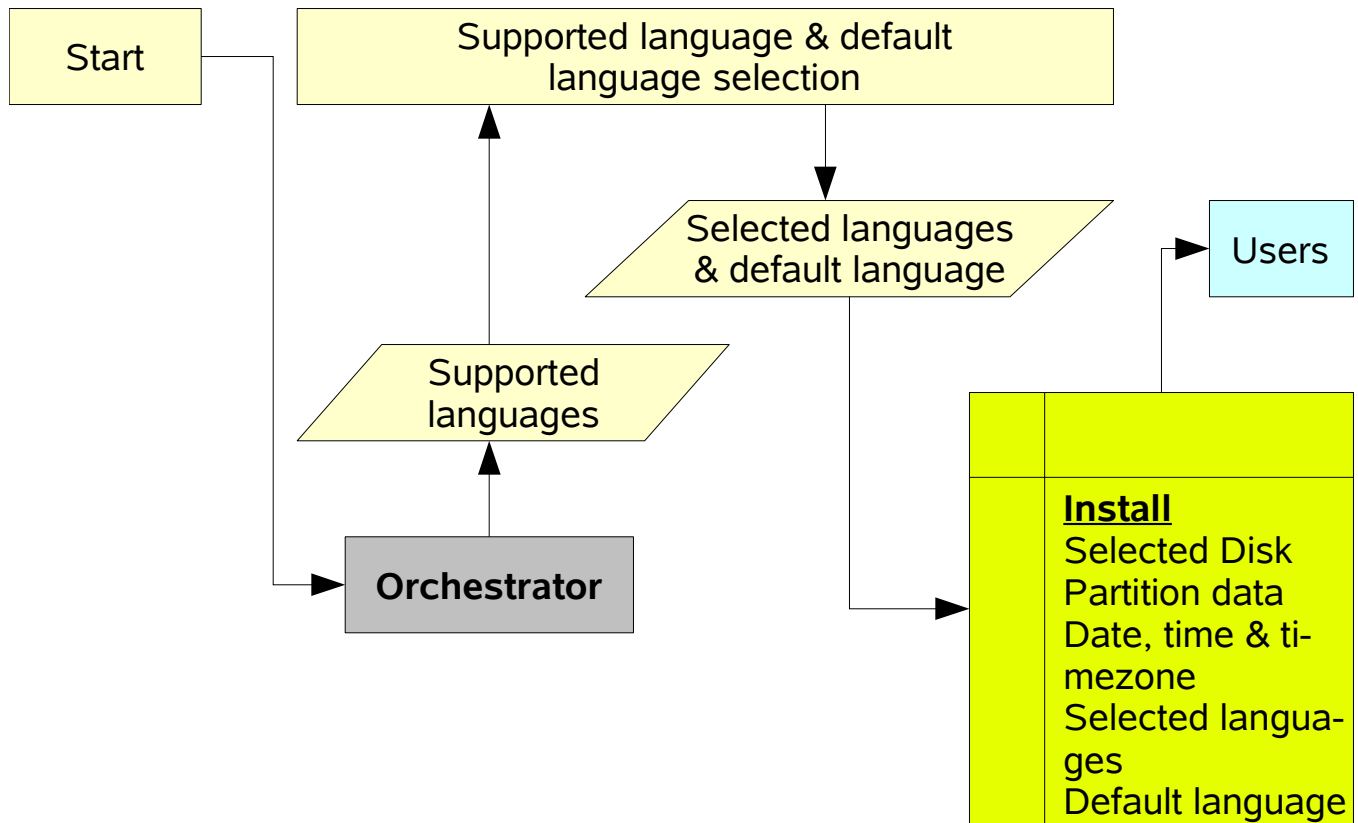
## 6. Date, Time & Timezone:



### Notes:

1. The GUI asks the user to enter the correct date, time and timezone for their region.
2. When the user has specified the date, time and timezone, the GUI records these details.
3. The GUI then progresses onto the Select Language Support screen (7).

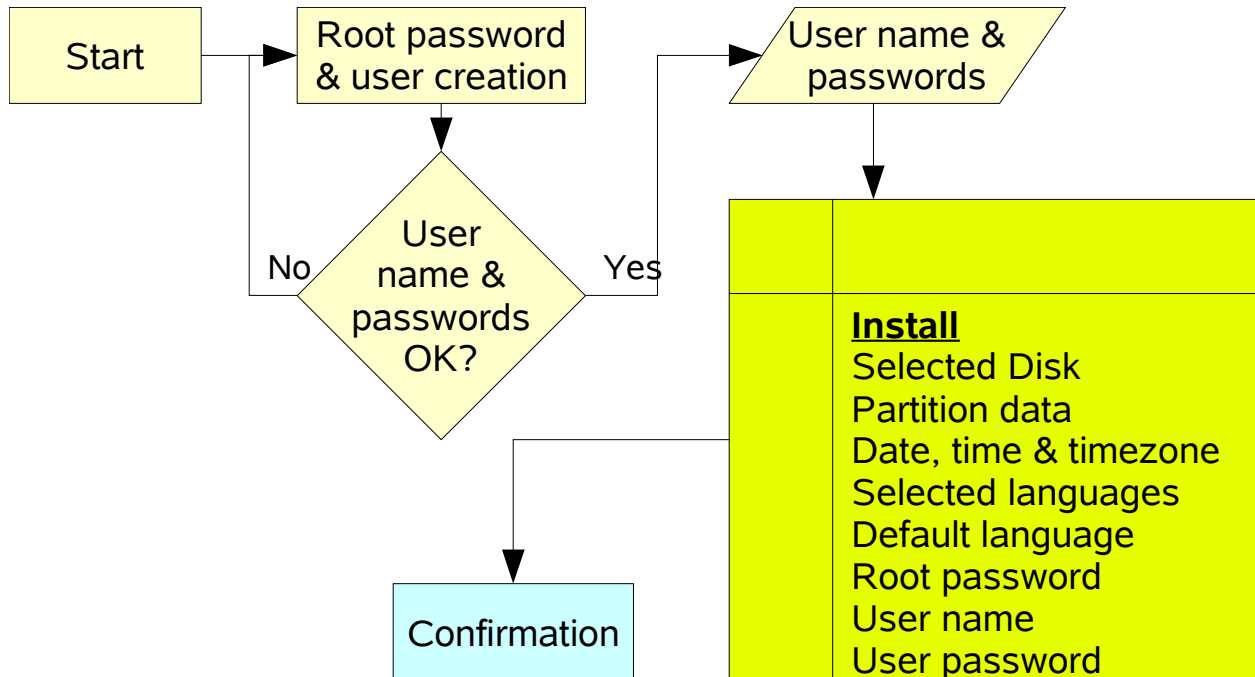
## 7. Select Language Support:



### Notes:

1. The GUI queries the orchestrator for a list of available languages.
2. The GUI displays the list of available languages for the user and prompts the user to select which languages to install support for, and also which language to use as the system default.
3. The GUI records the list of selected languages to install support for and the default system language.
4. The GUI progresses onto the Users (8) screen.

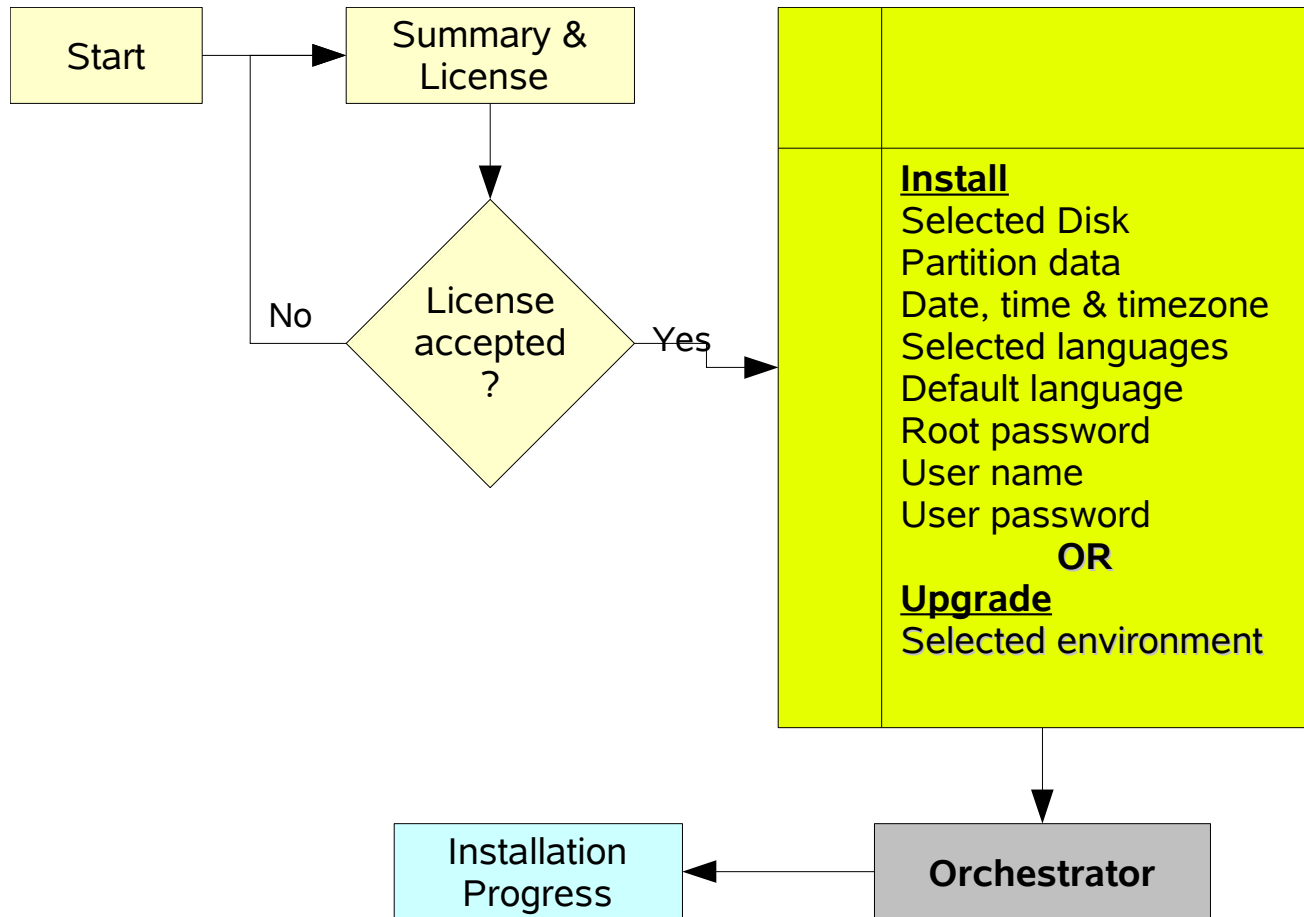
## 8. Users:



### Notes:

1. The GUI prompts the user to input the root password (twice) and an initial user name, real name and password (twice).
2. The GUI performs basic validation of the data: matching password pairs, and valid user name.
3. If any of the data is not OK it directs the user to correct the error.
4. If the root password and initial user account data is valid, the data is recorded. Note that it is not mandatory for either a root password or a user account and password to be set.
5. The GUI then progresses onto the Confirmation (9) screen.

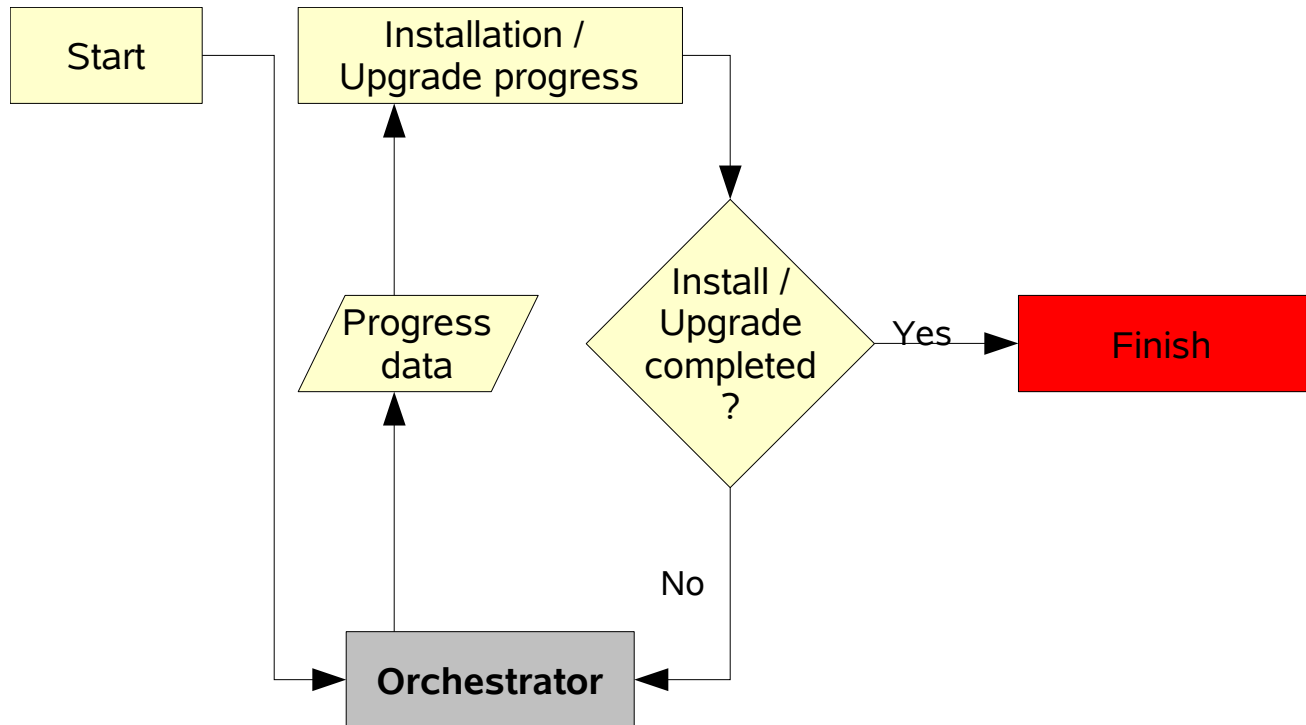
## 9. Confirmation:



### Notes:

1. The GUI displays a summary of the Installation/Upgrade configuration based on the selections made in the previous screens and a check box indicating that the user accepts the license terms.
2. The user must accept the license terms before the installation or upgrade can proceed.
3. Once the user has accepted the licensing terms, the GUI instructs the orchestrator to begin the actual installation or upgrade procedure based on the configuration data supplied to it.
4. The GUI progresses to the Installation Progress (10) screen.

## 10. Installation Progress:



### **Notes:**

(This should be event driven, and not based on a polling method. This needs some discussion.)

1. The GUI registers with the Orchestrator for installation progress notification.
2. The orchestrator notifies the GUI of the stage of installation progress as the installation or upgrade process progresses.
3. The GUI displays the progress details in the Installation Progress screen.
4. The orchestrator eventually notifies the GUI when the installation or upgrade process is complete.
5. When the installation or upgrade process is complete, Dwarf Caiman Finishes up and exits.