



Sebastian Baltes
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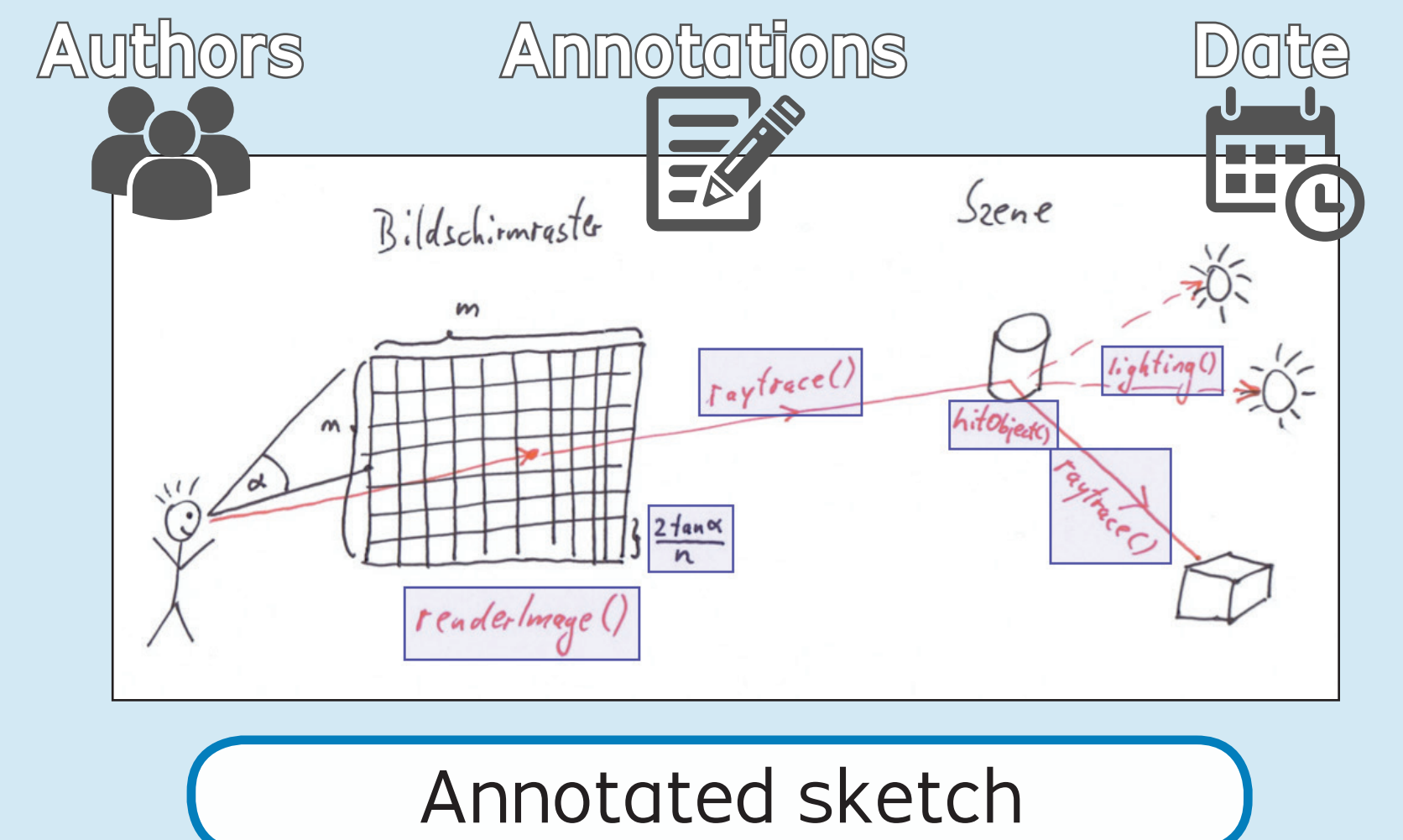
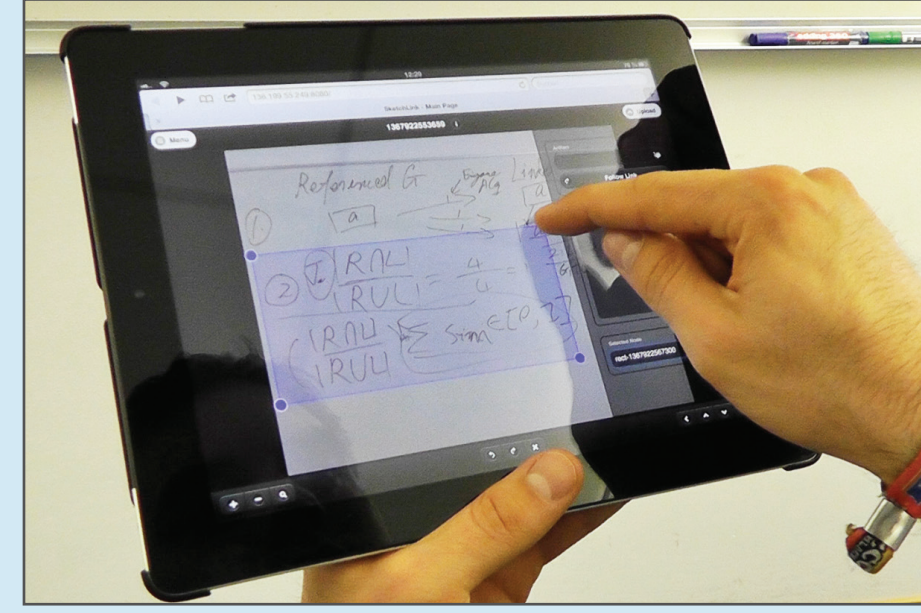
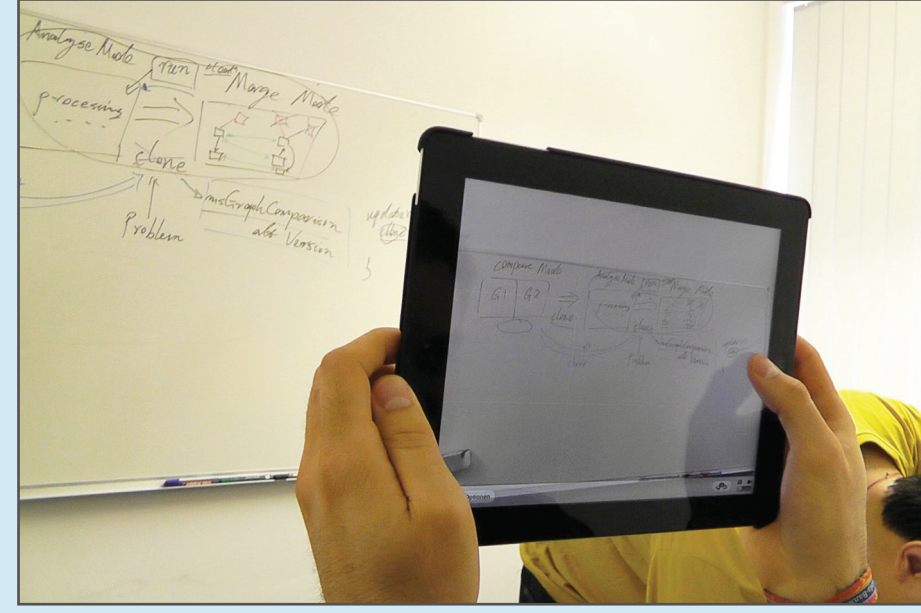
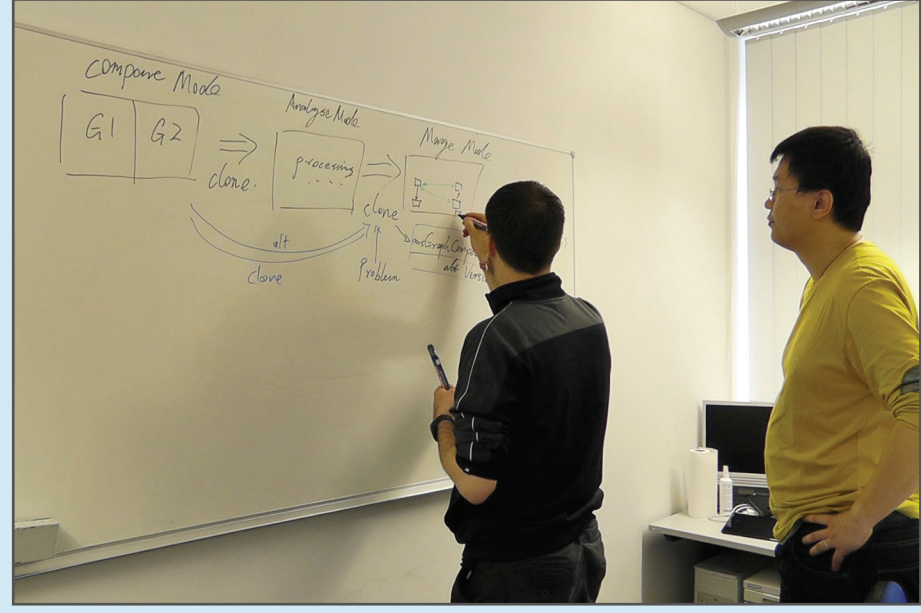
SketchLink

Linking Sketches and Diagrams to Source Code Artifacts



Stephan Diehl
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1. Capturing and Annotating Sketches (Tablet)



1 Sketching a software project

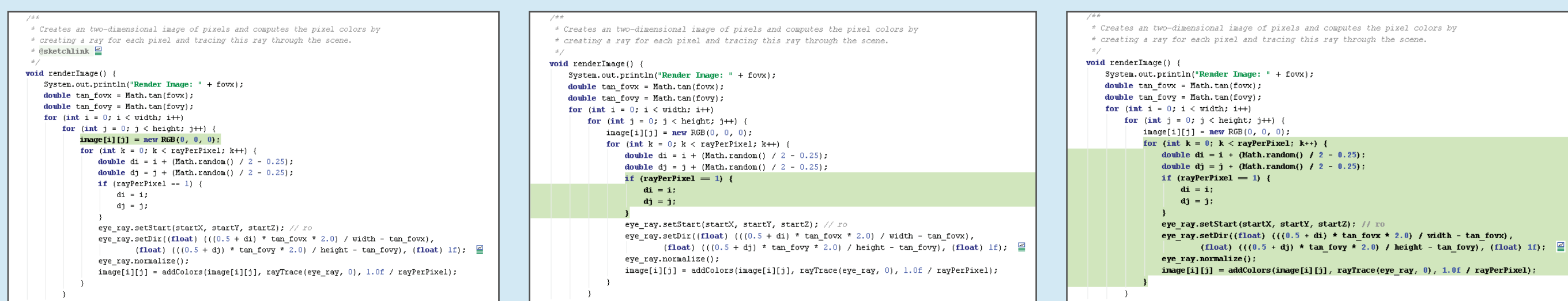
2 Capturing the sketch using a tablet

3 Marking, annotating, and adding metadata

2. Creating Source Code Anchors (IDE)

1 Anchor targets are highlighted when hovering over source code artifacts (see below for examples).

2 Clicking on a source code artifact creates a new anchor and visualizes it in-situ in the source code.

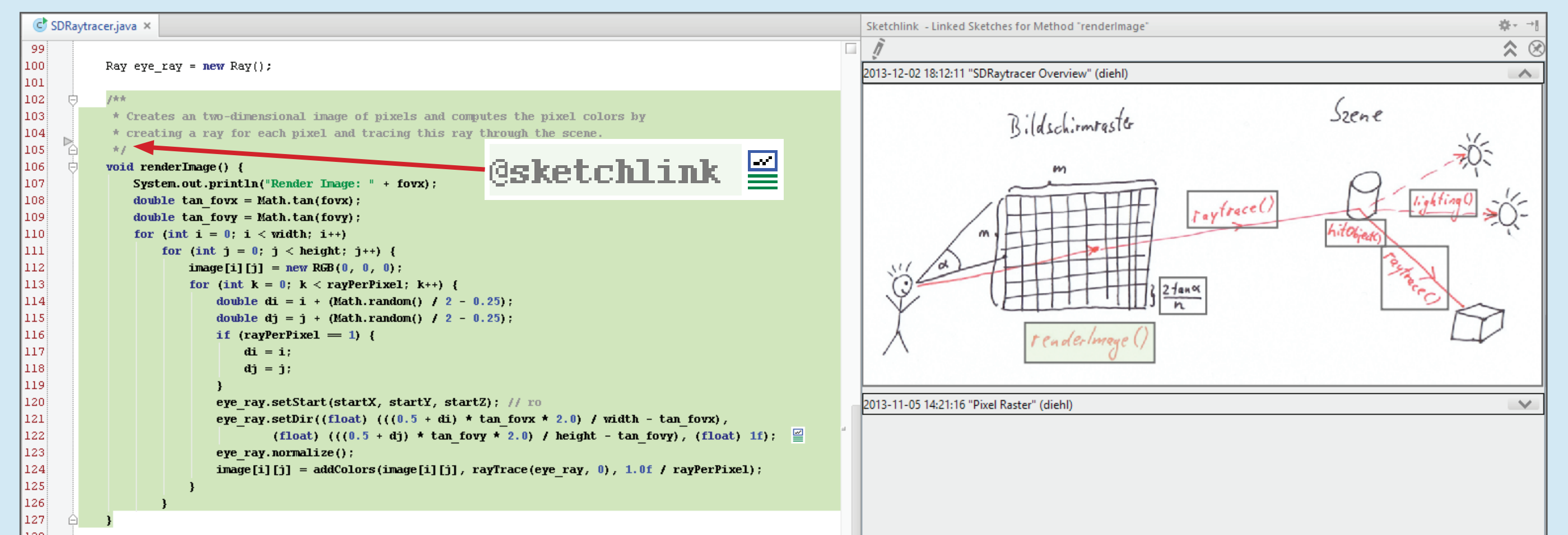


Assignment

if-Statement

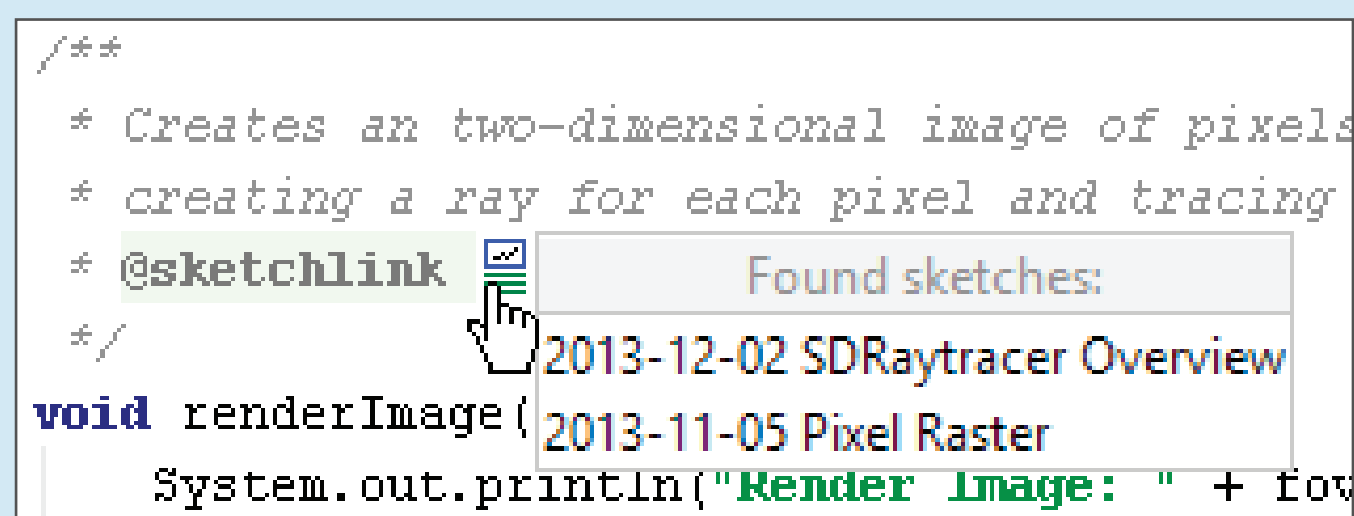
for-Loop

Every element of the AST can be used as an anchor.

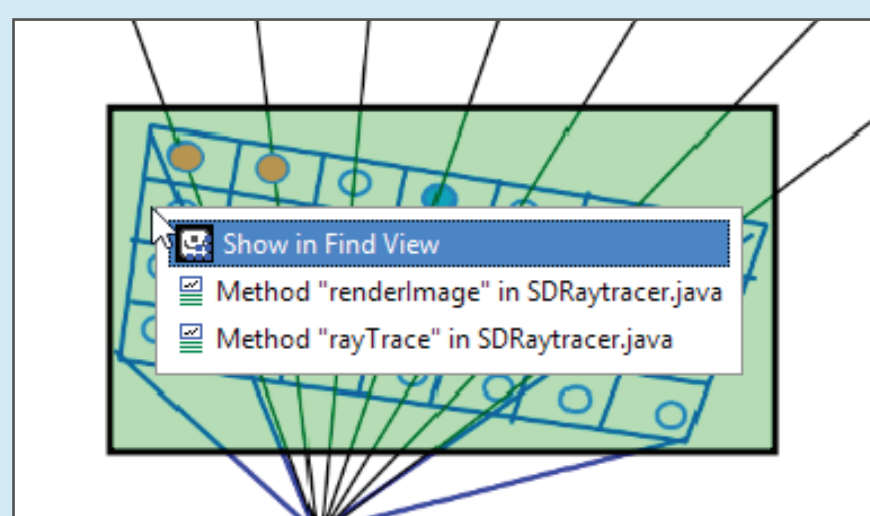


3. Linking Anchors to Sketches or Markers (IDE)

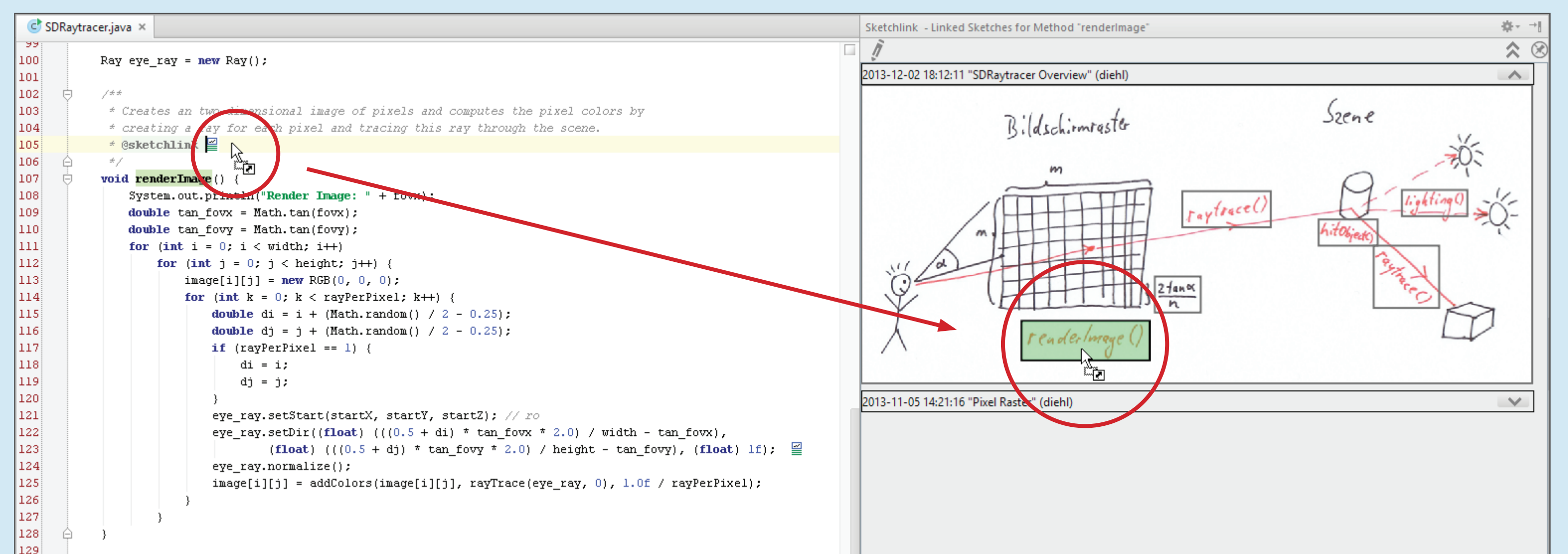
Links are created by dragging an anchor icon and dropping it on a sketch or marker.



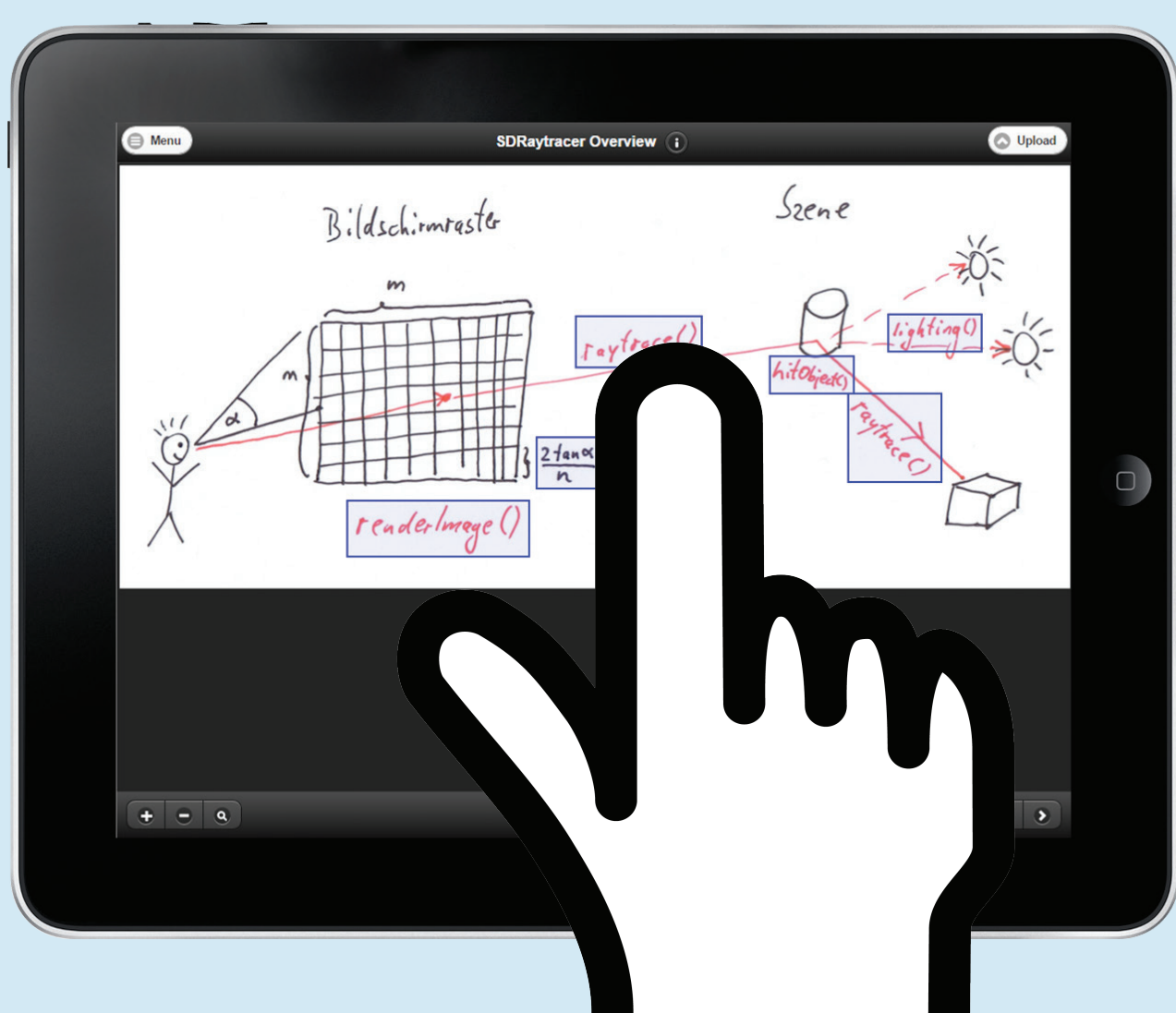
List of linked sketches for a method



Multiple links for a marker



4. Navigating Source Code Using Links (IDE or Tablet)



The user can tap (Tablet) or click (IDE) on a linked sketch or marker to jump to the linked source code artifact in the editor of the IDE.

