

DMN Editor UX: Design navigation between the DRG and DRD's

<https://issues.jboss.org/browse/DROOLS-2154>

Use case description:

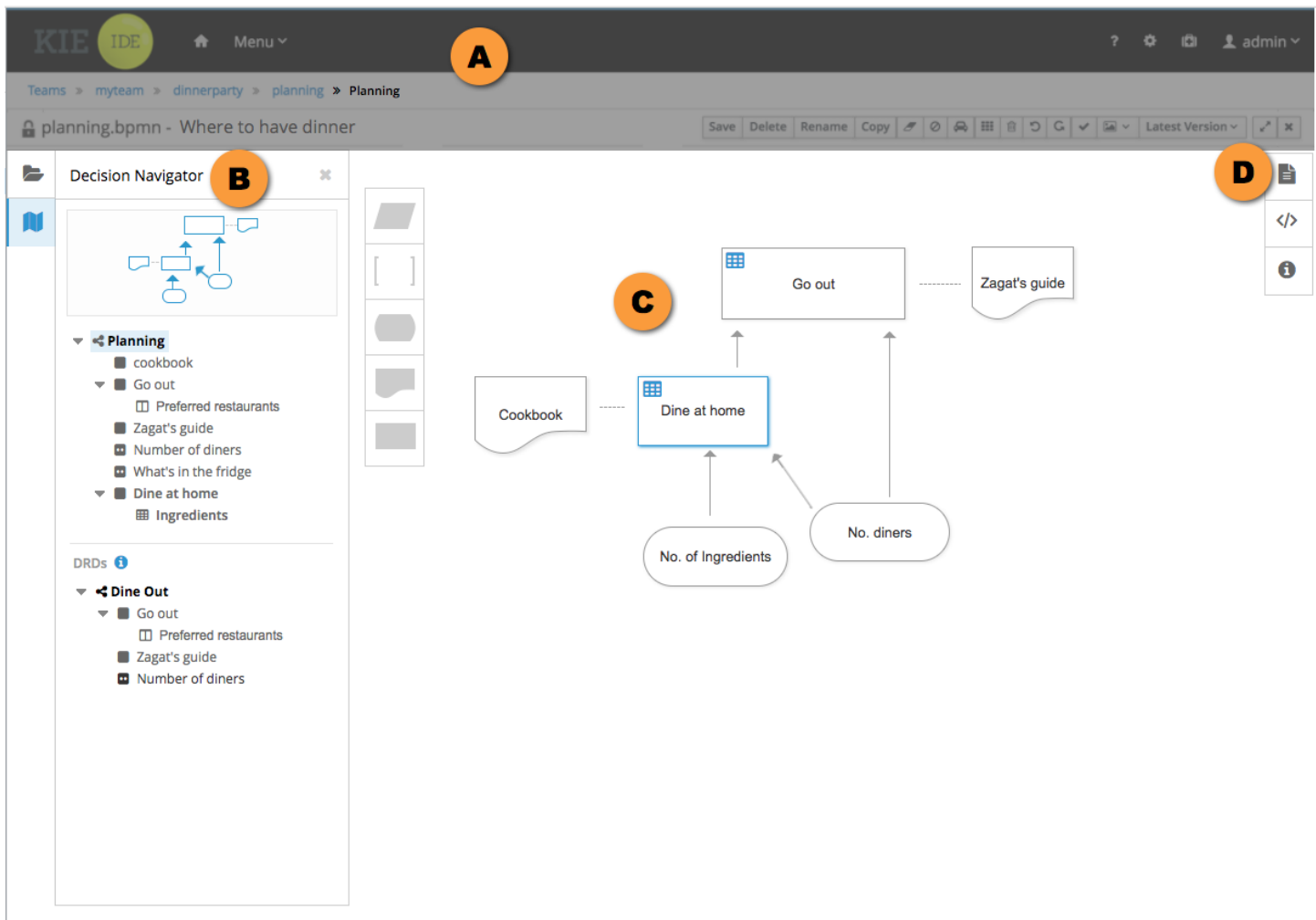
As a business user (Citizen Developer...), I want to navigate between the DRG and the DRDs and the content of each node to model business decision logic.

Requirements:

- Diagram modeling must be absolutely consistent with Process Modeler: Process Designer and DMN editors should provide the same features, support the same interactions and appear visually similar in all aspects to one and other at "Level 1". Divergence may exist at "Level 2".

Verification Conditions

- The user of this feature is able to understand that the the DRDs are subsets of the whole DRG model/file.
- The user of this feature can seamlessly navigate between the diagrams and the content of the nodes.



A. DMN diagram view will pick-up the workbench elements:

- Header, global navigation, page title and toolbar presentation.
- Breadcrumbs: DMN view will stop breadcrumbs at the DRG file name. Note: breadcrumbs may be used to navigate back to the workbench.

B. DMN Editor will have its own “dock” for navigation.

It is titled a “Decision Navigator” and is docked next to the Project Explorer.

- Tree navigation offers a view of the entire DRG. Diagram nodes are represented within the tree.
- User defined DRD’s are represented as top level tree nodes, with supporting decision and input data represented as subordinate tree nodes.
- Tree structure only goes as deep as primary logic definition, such as a decision table (nested logic is not represented in the tree.)
- The Navigator includes a preview image which represents a thumbnail view of the diagram view selected.

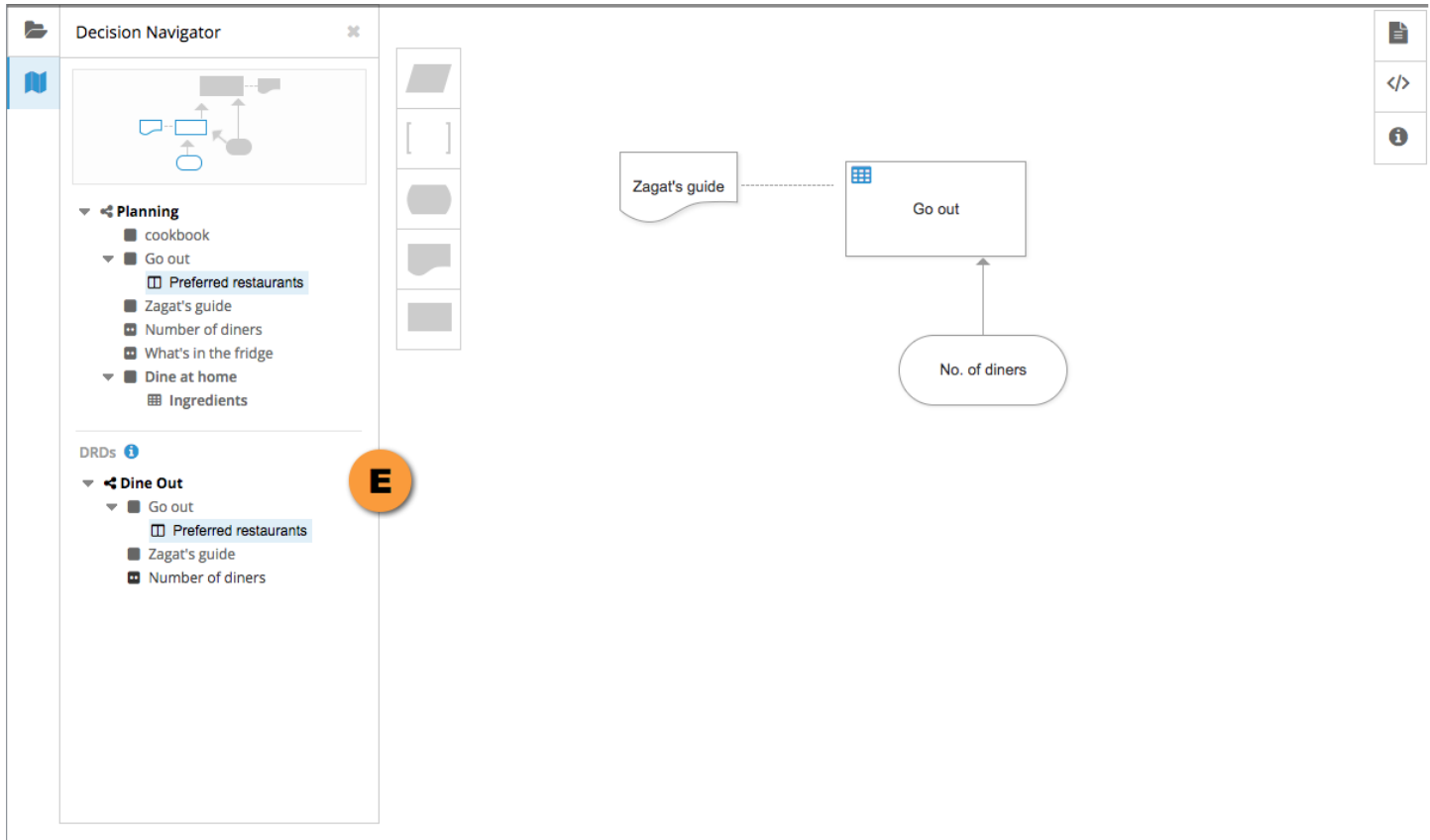
C. Navigate using canvas interactions.

- DRG > DRD Decision Logic: Clicking on node exposes a contextual toolbar which allows the user to create/edit decision logic.
- Other Navigation: Drag-select portion of canvas to zoom view. Pan view using standard canvas pan controls.

D. Right-side panel docks:

- Properties
- Styles
- Info/Help (glossary of terms, tips, etc.)

DRD view



E. DRD view

- User created DRD diagrams are represented in the tree as top-level nodes.
- Selecting a DRD view will update the canvas and the Navigator preview with that selection.

Decision Logic view

The screenshot shows the "Decision Navigator" interface. On the left, a decision tree is visible with a node labeled "F" highlighted. Below the tree is a list of categories: "Planning" (with sub-items: cookbook, Go out, Preferred restaurants, Zagat's guide, Number of diners, What's in the fridge) and "Dine Out" (with sub-items: Go out, Preferred restaurants, Zagat's guide, Number of diners). A "DRDs" section is also present. On the right, a table titled "Preferred Restaurants" displays data for three entries. A "<<Back to 'Go Out'" link is visible at the top left of the main content area. On the far right, there are three utility icons: a document, a code symbol, and an information icon.

1	Life Alive	Vegetarian		
2	DiCapri's	1	Cuisine	Italian
		2	Take out	No
		3	Vegetarian options	Yes

F. Decision logic view

- User enters Logic view by either creating logic from a decision node, or selecting an existing logic node from within the tree.
- Decision logic views include a "Back" link to take the user back to the last screen they were on (such as a diagram node.) TBD: The back link will include the name of the node (Back to "Go out.")