**SketchLink**

Linking Sketches and Diagrams to Source Code Artifacts

**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.

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.

**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.

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