

Graphical user interfaces (GUIs) form an essential part of many nowadays applications and often provide the only way of controlling them. There are many different ways of how GUIs can be created. Their structure and appearance in individual applications also differ quite significantly. If users had a tool capable of generating machine-readable information about the structure of these GUIs and about the positions of their components, it would allow them to automate the GUI manipulation or to implement tools for GUI accessibility for visually impaired people. In this work, we managed to implement a very flexible tool that employs various combinable methods of a GUI analysis and also provides an interface for implementing new methods for the analysis.