

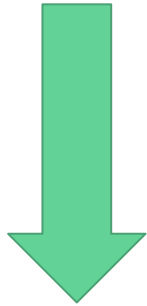
Domain-Specific Modelling of complex User Interfaces

Corrado Ballabio

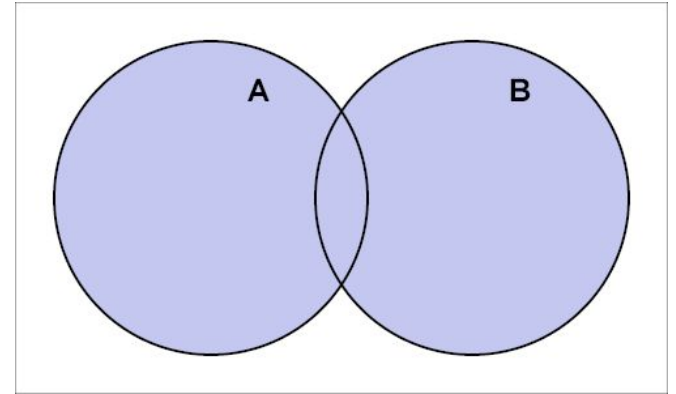
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Statecharts

- perfect for modelling timed discrete-event systems
- not suitable for complex user interfaces*



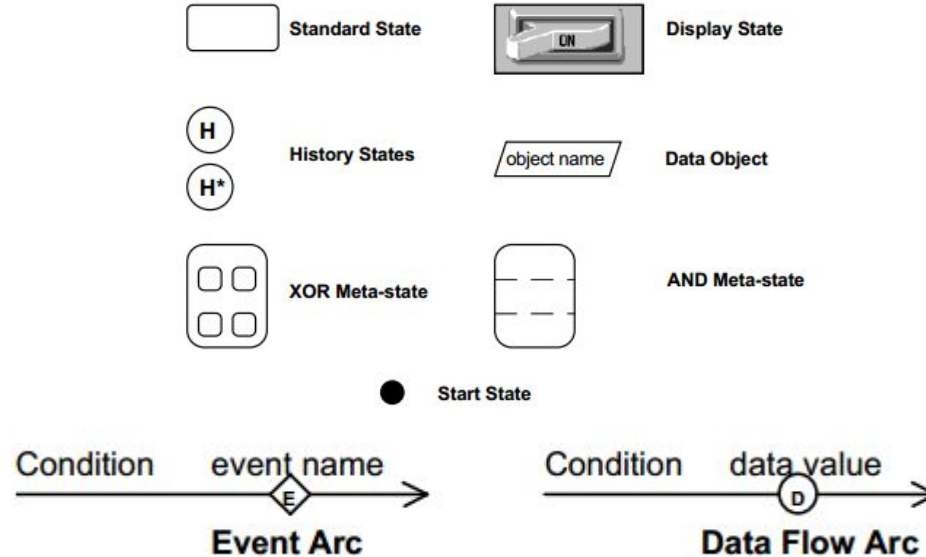
creation of extended formalisms



*:Hans Vangheluwe et al., SCCD: SCXML Extended with Class Diagrams

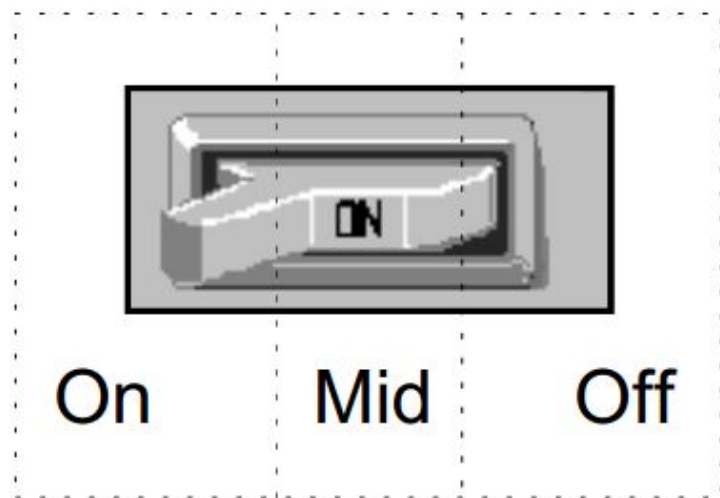
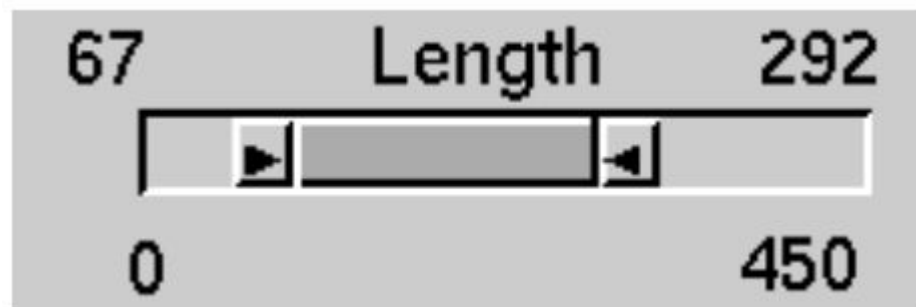
Interactive Object Graph*

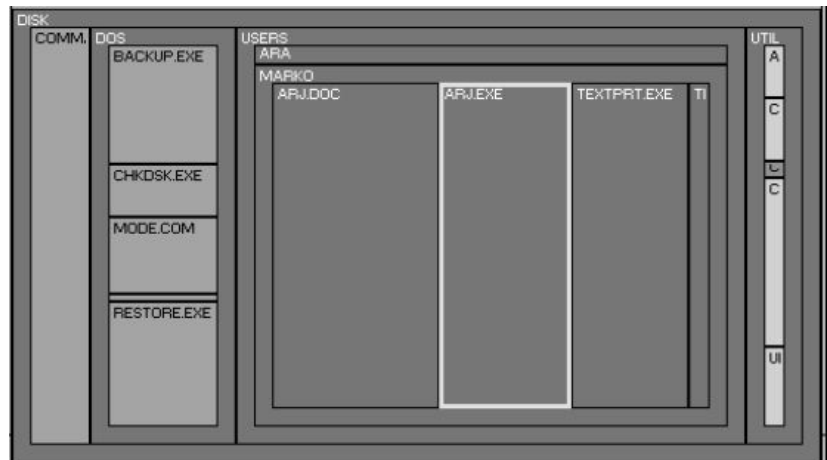
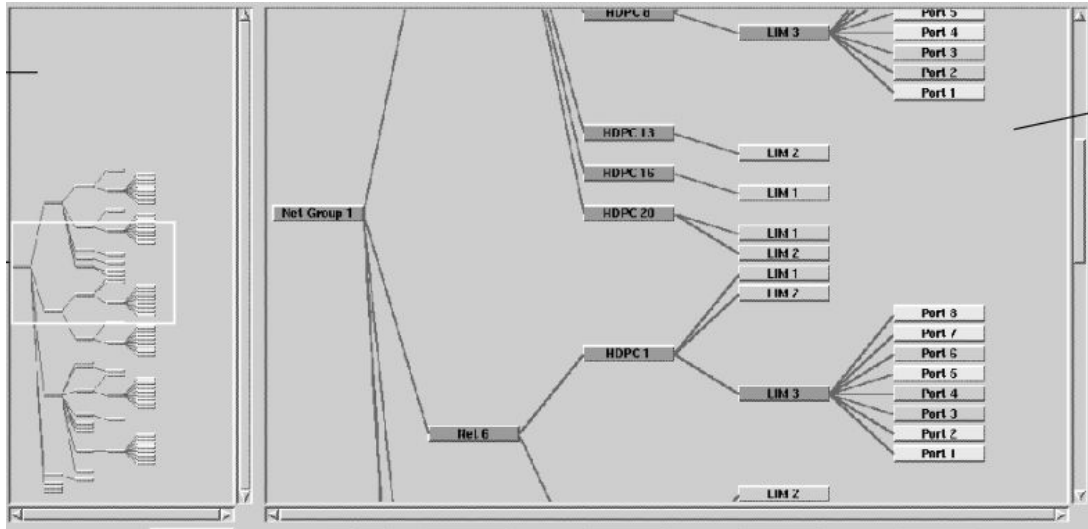
- designing of widgets user interface
- extends Statechart syntax with new nodes and arcs



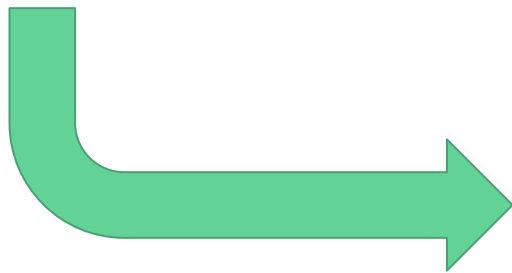
*:David Carr et al.,using interaction object graphs to specify graphical widgets, University of Maryland, 1994

- and defines a new way for describing transitions:
 - **BNS**: booleans, numbers and strings
 - **points**: ordered pair of number
 - **region**: set of points
 - **icon**: region with a graphical representation
 - **view port**: region with a mapping function for underlying application data
 - **window**: groups all the objects in hierarchic levels
 - **user input**: $M@$, $M\Delta$, ΔM , Mv , M^{\wedge} , $\text{in}[\text{region}]$, $\sim[\text{region}]$, $[\text{region}]^{\sim}$

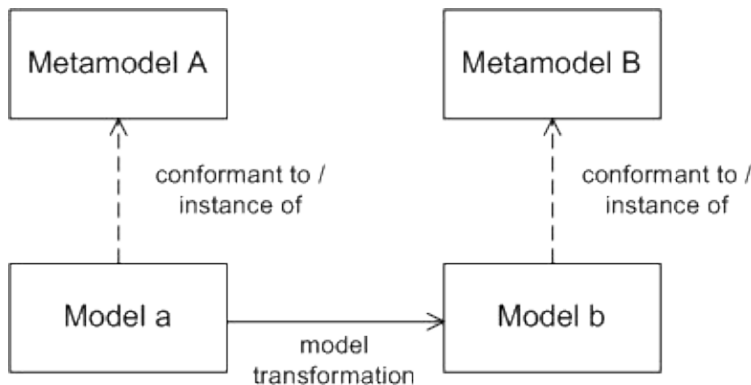




lack of being able to prototype and directly test the specification



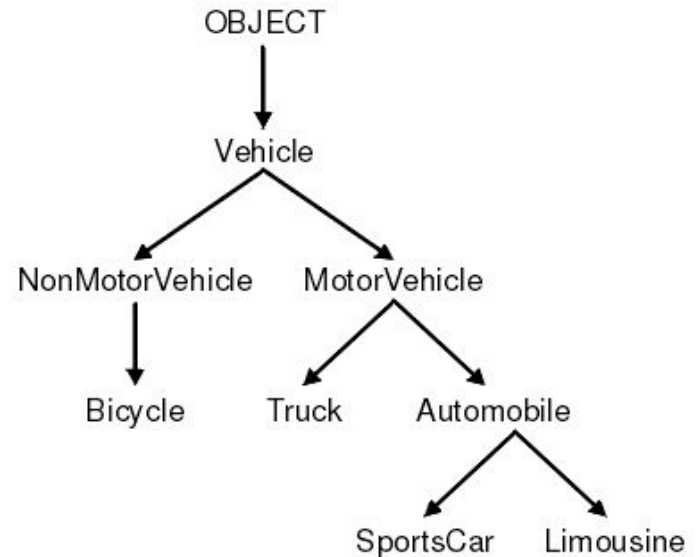
need for a model transformation that allows to draw the widgets and directly execute them



SCCD

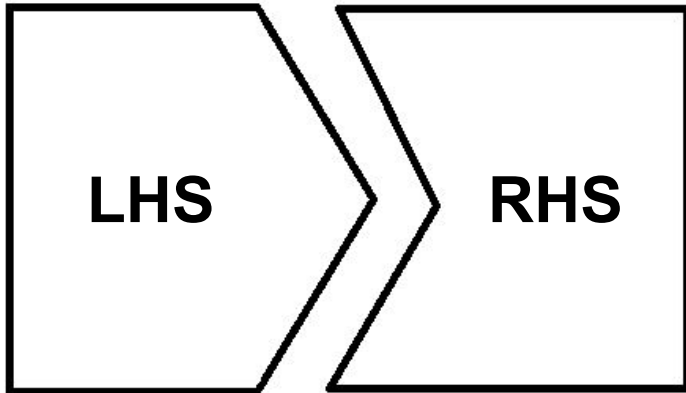
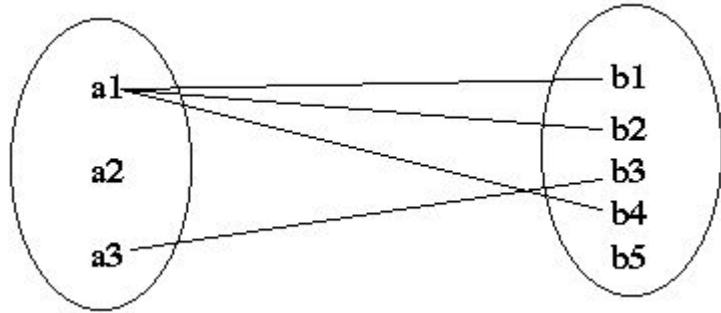
- combines Statechart and Class Diagram Formalisms
- fills the software complexity gap
- adds structural object-oriented expressiveness
- concrete syntax in SCCDXML

- System structure → Classes
- System behaviour → Statechart



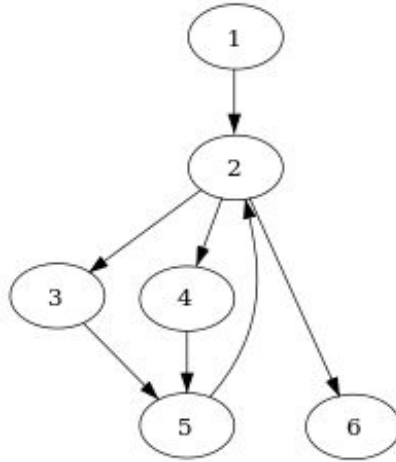
Future Work

- mapping elements from both the formalisms



- transformation rules

- Scheduling of the rules



- code generation and widgets testing