

1. Record Nr.	UNINA9910459766903321
Autore	Brambilla Marco
Titolo	Interaction flow modeling language : model-driven ui engineering of web and mobile apps with ifml // Marco Brambilla, Piero Fraternali ; acquiring editor, Steve Elliot ; editorial project manager, Kaitlin Herbert ; project manager, Priya Kumaraguruparan ; cover designer, Mark Rogers
Pubbl/distr/stampa	Waltham, Maryland : , : Elsevier : , : Morgan Kaufmann, , 2015 ©2015
ISBN	0-12-800532-7
Edizione	[1st edition]
Descrizione fisica	1 online resource (423 p.)
Collana	The MK/OMG Press
Disciplina	005.437
Soggetti	User interfaces (Computer systems) Programming languages (Electronic computers) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	FrontCover; Interaction FlowModeling Language; Copyright; Contents; Foreword; Chapter1 - Introduction; 1.1 WHAT IFML IS ABOUT; 1.2 THE IFML DESIGN PRINCIPLES; 1.3 HOW TO READ THIS BOOK; 1.4 ON-LINE RESOURCES; 1.5 BACKGROUND; 1.6 ACKNOWLEDGMENT; END NOTES; Chapter2 - IFML in a Nutshell; 2.1 SCOPE AND PERSPECTIVES; 2.2 OVERVIEW OF IFML MAIN CONCEPTS; 2.3 ROLE OF IFML IN THE DEVELOPMENT PROCESS; 2.4 A COMPLETE EXAMPLE; 2.5 SUMMARY OF THE CHAPTER; 2.6 BIBLIOGRAPHIC NOTES; END NOTES; Chapter3 - Domain modeling; 3.1 CLASSES; 3.2 ATTRIBUTES; 3.3 IDENTIFICATION AND PRIMARY KEY 3.4 ATTRIBUTE TYPE AND VISIBILITY3.5 OPERATIONS; 3.6 GENERALIZATION HIERARCHIES; 3.7 ASSOCIATIONS; 3.8 N-ARY ASSOCIATIONS AND ASSOCIATIONS WITH ATTRIBUTES; 3.9 DERIVED INFORMATION AND THE OBJECT CONSTRAINT LANGUAGE (OCL); 3.10 DOMAIN MODELING PATTERNS AND PRACTICES; 3.11 THE PROCESS OF DOMAIN MODELING; 3.12 RUNNING EXAMPLE; 3.13 SUMMARY OF THE CHAPTER; 3.14 BIBLIOGRAPHIC NOTES; END NOTES; Chapter 4 - Modeling the composition of the user interface; 4.1 INTERFACE

ORGANIZATION; 4.2 VIEW CONTAINER NESTING; 4.3 VIEW CONTAINER NAVIGATION; 4.4 VIEW CONTAINER RELEVANCE AND VISIBILITY; 4.5 WINDOWS
4.6 CONTEXT AND VIEWPOINT4.7 USER INTERACTION PATTERNS; 4.8 INTERFACE ORGANIZATION PATTERNS AND PRACTICES; 4.9 RUNNING EXAMPLE; 4.10 SUMMARY OF THE CHAPTER; 4.11 BIBLIOGRAPHIC NOTES; Chapter5 - Modeling interface content and navigation; 5.1 WHAT VIEWCONTAINERS CONTAIN: VIEWCOMPONENTS; 5.2 EVENTS AND NAVIGATION FLOWS WITH VIEWCOMPONENTS; 5.3 CONTENT DEPENDENCIES: DATA BINDING; 5.4 INPUT-OUTPUT DEPENDENCIES: PARAMETER BINDING; 5.5 EXTENDING IFML WITH SPECIALIZED VIEWCOMPONENTS AND EVENTS; 5.6 CONTENT AND NAVIGATION PATTERNS AND PRACTICES; 5.7 DATA ENTRY PATTERNS; 5.8 SEARCH PATTERNS
5.9 RUNNING EXAMPLE5.10 SUMMARY OF THE CHAPTER; 5.11 BIBLIOGRAPHIC NOTES; END NOTES; Chapter 6 - Modeling business actions; 6.1 ACTIONS; 6.2 NOTIFICATION; 6.3 BUSINESS ACTION PATTERNS; 6.4 RUNNING EXAMPLE; 6.5 SUMMARY OF THE CHAPTER; 6.6 BIBLIOGRAPHIC NOTES; Chapter 7 - IFML extensions; 7.1 DESKTOP EXTENSIONS; 7.2 WEB EXTENSIONS; 7.3 MOBILE EXTENSIONS; 7.4 MULTISCREEN EXTENSIONS; 7.5 SUMMARY OF THE CHAPTER; 7.6 BIBLIOGRAPHIC NOTES; Chapter 8 - Modeling patterns; 8.1 INTERFACE ORGANIZATION; 8.2 NAVIGATION AND ORIENTATION; 8.3 CONTENT PUBLISHING, SCROLLING, AND PREVIEWING; 8.4 DATA ENTRY
8.5 SEARCH8.6 CONTENT MANAGEMENT; 8.7 PERSONALIZATION, IDENTIFICATION, AND AUTHORIZATION; 8.8 SESSION DATA; 8.9 SOCIAL FUNCTIONS; 8.10 GEO PATTERNS; 8.11 SUMMARY OF THE CHAPTER; 8.12 BIBLIOGRAPHIC NOTES; Chapter9 - IFML by examples; 9.1 MEDIA SHARING APP; 9.2 ONLINE AUCTIONS; 9.3 SUMMARY OF THE CHAPTER; END NOTES; Chapter10 - Implementation of applications specified with IFML; 10.1 IMPLEMENTATION OF THE FRONT END FOR URE-HTML PAGE TEMPLATES; 10.2 IMPLEMENTATION OF THE FRONT END FOR PRESENTATION FRAMEWORKS; 10.3 IMPLEMENTATION OF THE FRONT END FOR RICH INTERNET APPLICATIONS
10.4 IMPLEMENTATION OF THE FRONT END FOR MOBILE APPLICATIONS

Sommario/riassunto

Interaction Flow Modeling Language describes how to apply model-driven techniques to the problem of designing the front end of software applications, i.e., the user interaction. The book introduces the reader to the novel OMG standard Interaction Flow Modeling Language (IFML). Authors Marco Brambilla and Piero Fraternali are authors of the IFML standard and wrote this book to explain the main concepts of the language. They effectively illustrate how IFML can be applied in practice to the specification and implementation of complex web and mobile applications, featuring rich interactive interf
