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Finite State Automata -- 4.2 Transformation of BPMN Models to Finite State Automata -- 4.3 Comparing Process Models -- 4.4 Similarity of Process Models -- 5 Implementation -- 6 Experimental Evaluation -- 7 Conclusion and Future Work -- References -- Deriving Relational Normalisation from Conceptual Normalisation -- 1 Introduction -- 2 Motivation and Problem Statement -- 3 Presumptions and Our Approach -- 3.1 Conceptual Normal Forms (CNFs) -- 3.2 Relational Normal Forms (RNFs) -- 4 Results -- 5 Conclusion and Future Works -- References -- Application of an Agent-Based Simulation for a Definition of a Trade-Off Retail Price Promotion Strategy -- 1 Introduction -- 2 Agent-Based Model Description -- 3 Agent-Based Model Analysis -- 4 Conclusion -- References -- Business Process Models and Eye Tracking System for BPMN Evaluation-Usability Study -- 1 Introduction -- 2 Materials and Methods -- 2.1 BPMN Diagram Elements and Symbols -- 2.2 Basic BPMN Modelling Elements -- 2.3 Eye Tracking Technology. 2.4 How to Use Eye Tracking -- 2.5 The Usability Study Research Approach -- 3 Results -- 3.1 Eye Tracking Testing Focus -- 4 Discussion -- 5 Conclusion -- References -- ANP Model as a Support to Decide the Project Management Style -- 1 Introduction -- 2 Materials and Methods -- 2.1 Agile Methods -- 2.2 Differences Between the Agile Methods and Traditional Methods -- 2.3 Agile Frameworks -- 2.4 Agile Hexagon -- 2.5 Analytic Network Process (ANP) -- 2.6 ANP Example -- 3 Results -- 3.1 Clusters Description -- 3.2 Relations Description -- 4 Discussion -- 5 Conclusion -- References -- Character Segmentation in the Development of Palmyrene Aramaic OCR -- 1 Introduction -- 2 Theoretical Overview -- 2.1 SW Development Modelling -- 2.2 OCR -- 2.3 Historical OCR in Digital Humanities -- 2.4 Contemporary Segmentation Methods -- 3 Objective -- 4 Methodology -- 4.1 Data Acquisition -- 4.2 Pre-processing -- 4.3 Annotating Segmentation Dataset -- 4.4 Draw-Polygon Tool Development -- 4.5 SW Development Modelling -- 4.6 YOLOv5 Instance Segmentation -- 5 Results -- 5.1 Dataset -- 5.2 SW Development Model -- 5.3 YOLOv5 Instance Segmentation -- 5.4 Prediction Using Draw-Polygon Tool and Custom Classifier -- 6 Discussion -- 6.1 Comments on Results -- 6.2 Comparison with Other Authors' Works -- 6.3 Next Steps -- 7 Conclusion -- References -- On the Relevance of Explanation for RDF Resources Similarity -- 1 Introduction -- 2 Comparing LCS with LLM -- 3 A Critical View on Relevance in Explanations -- 4 Defining Relevance in CS-Based Explanations -- 5 Conclusion -- References -- Transformation of Class Hierarchies During Agile Software Development in UML -- 1 Introduction -- 2 Object-Oriented Approach and the Origin of UML -- 2.1 Is UML a Method? -- 2.2 Some of the UML Issues -- 2.3 UML Support of Object-Oriented Approach -- 3 MDA Approach. 4 Three Different Types of Class Hierarchies in the Process of Software Development -- 4.1 An Example - Library of Object Collections -- 5 Discussion - UML Support for Software Development Phases -- 5.1 The Need of MDA Way of Thinking -- 6 Conclusion -- References -- Author Index.

Sommario/riassunto

This book constitutes the proceedings of the Third International Workshop on Model-Driven Organizational and Business Agility, MOBA 2023, which took place in Zaragoza, Spain, in June 2023. MOBA was launched with the purpose of fetching scientific rigor into the agile practice within an entire enterprise, especially focusing on the role of models and modeling. The 9 papers presented in this volume were carefully reviewed and selected from 18 submissions. They cover topics like business intelligence, agile business rules, agile software

development, adaptive domain-specific interfaces, or reconfigurable software architectures. .
