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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
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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