

Modelling the Reactive Behaviour of SVG-based User Interfaces with Hierarchically-linked Statecharts



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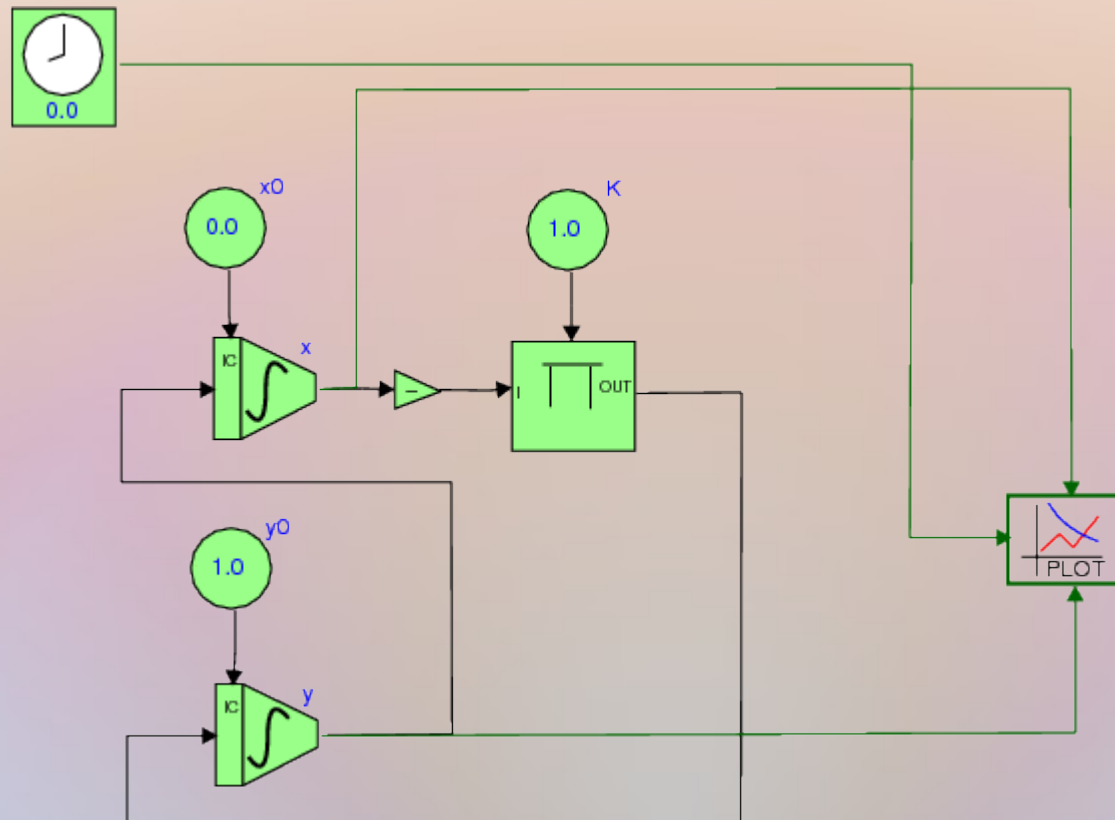
Presentation Structure

- Goals
- Previous Work
- Developing with Hierarchically-linked Statecharts
- Future work

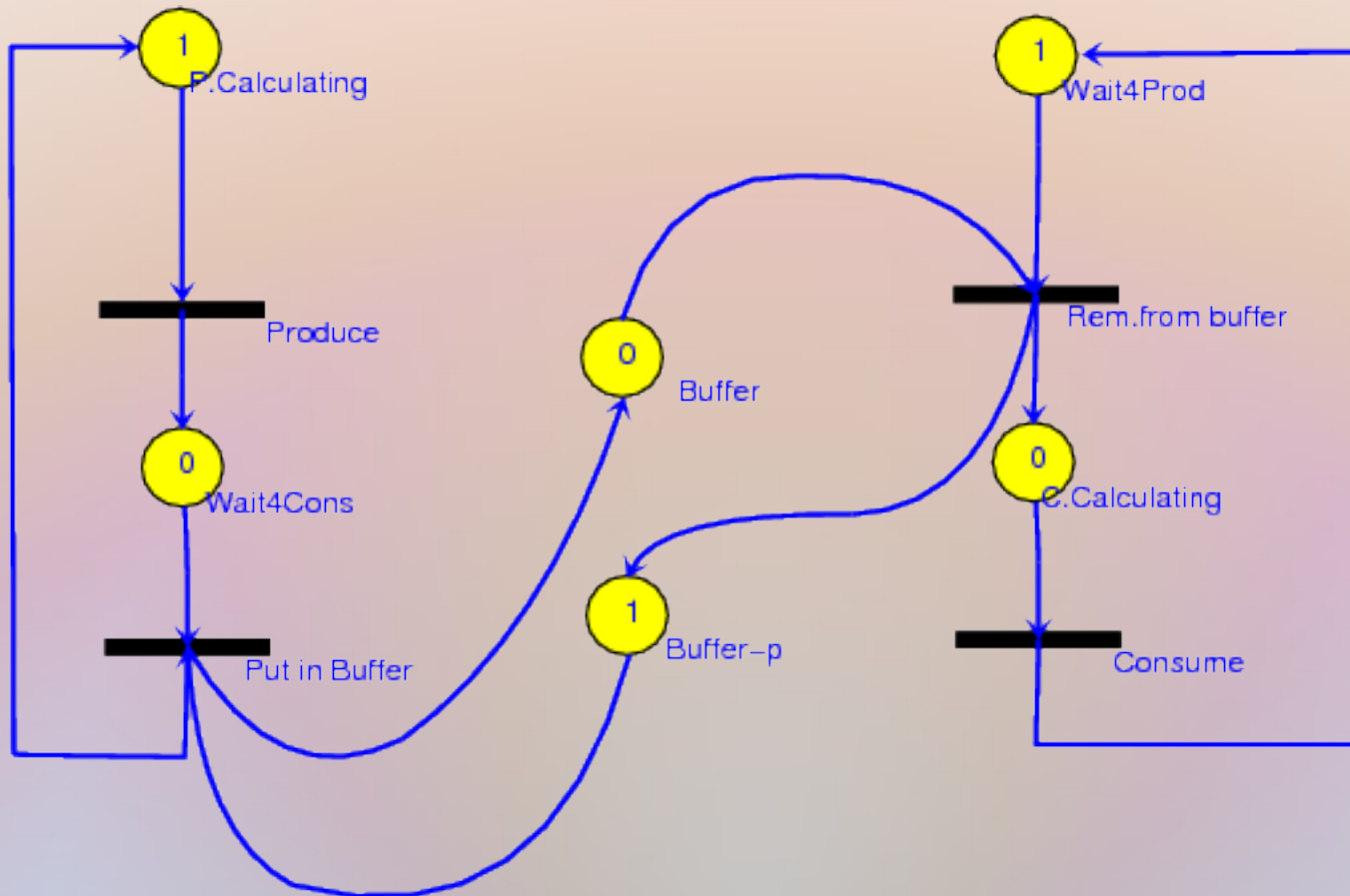
Our Goals

- Ease development of structurally and behaviourally complex UI's.
- UI development is hard.
- Minimize accidental complexity
- *Model everything:*
 - Faster to develop
 - More maintainable
 - Greater reliability

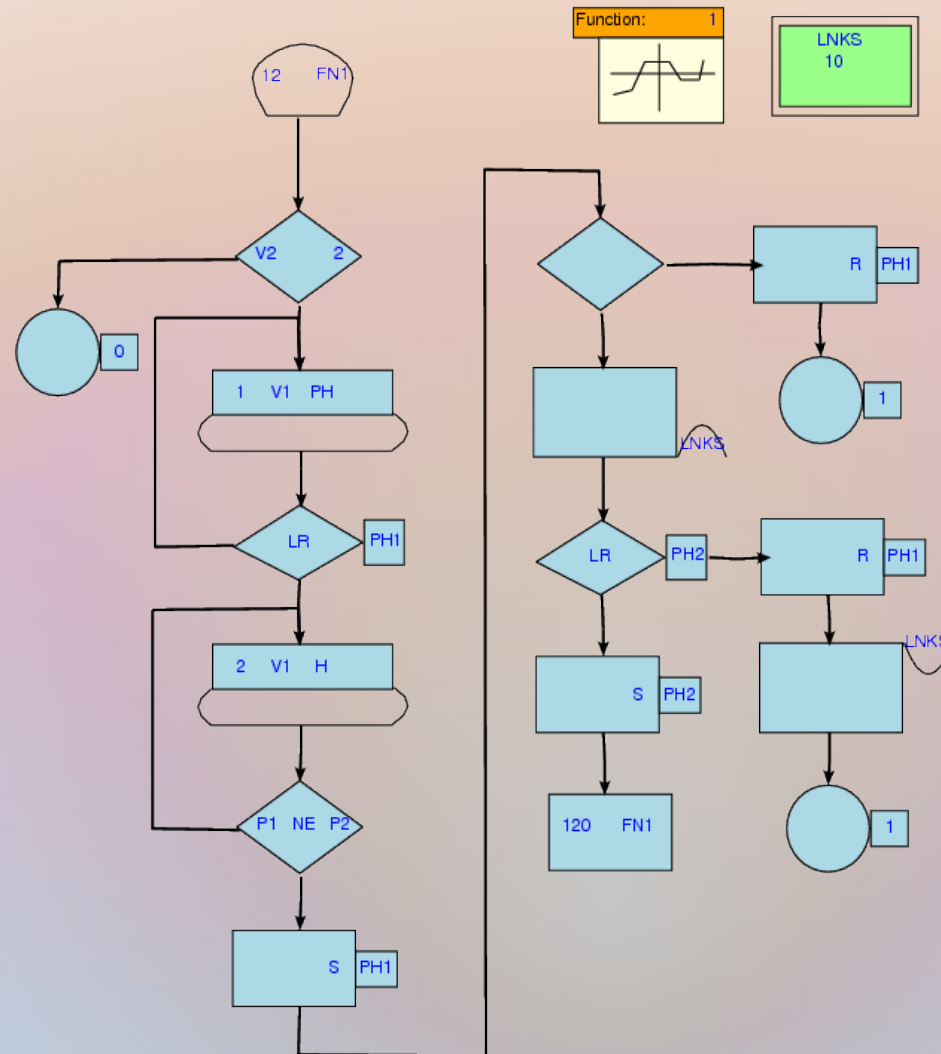
Causal Block Diagram model of Harmonic Oscillator



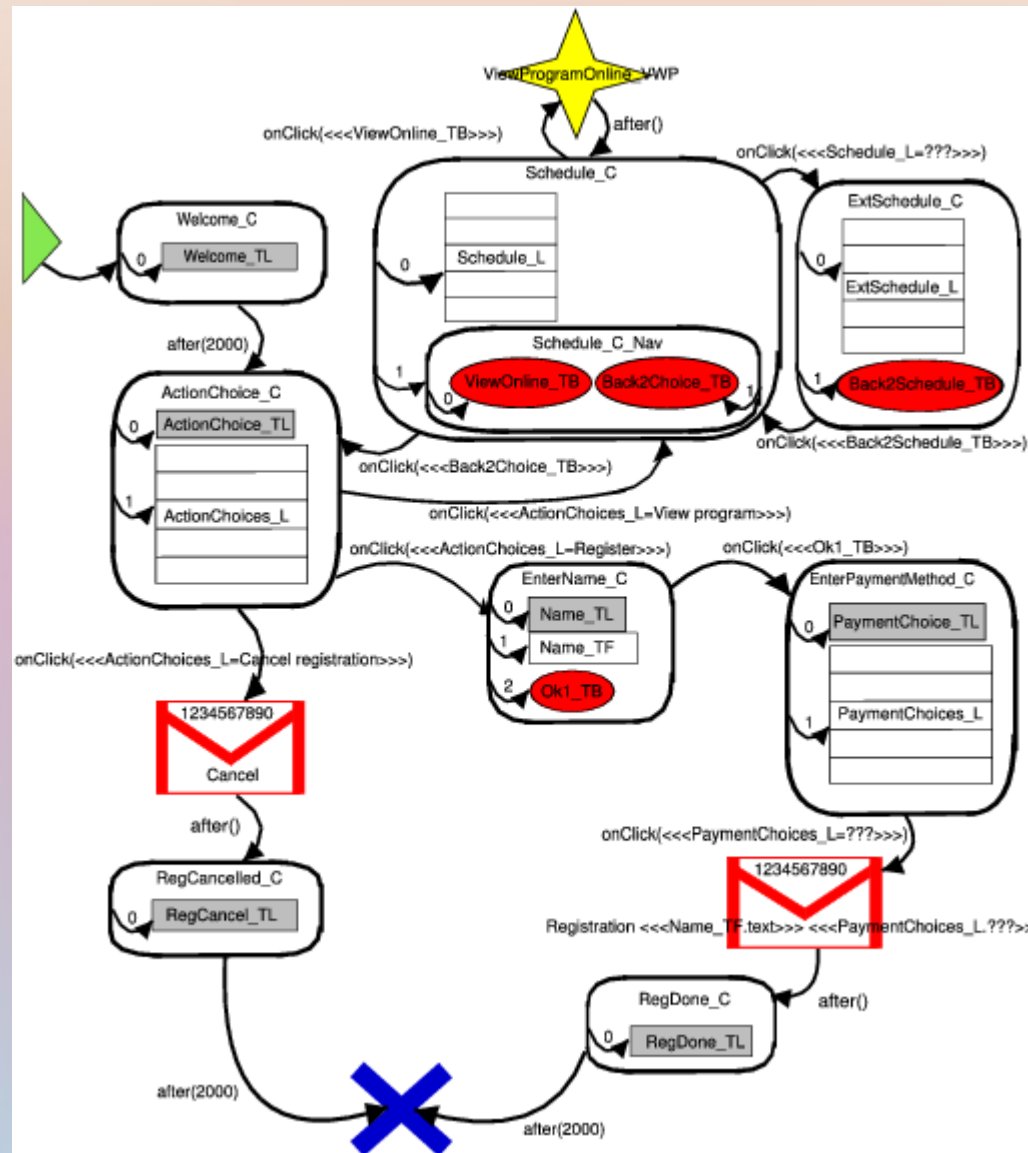
Petri Net model of Producer Consumer



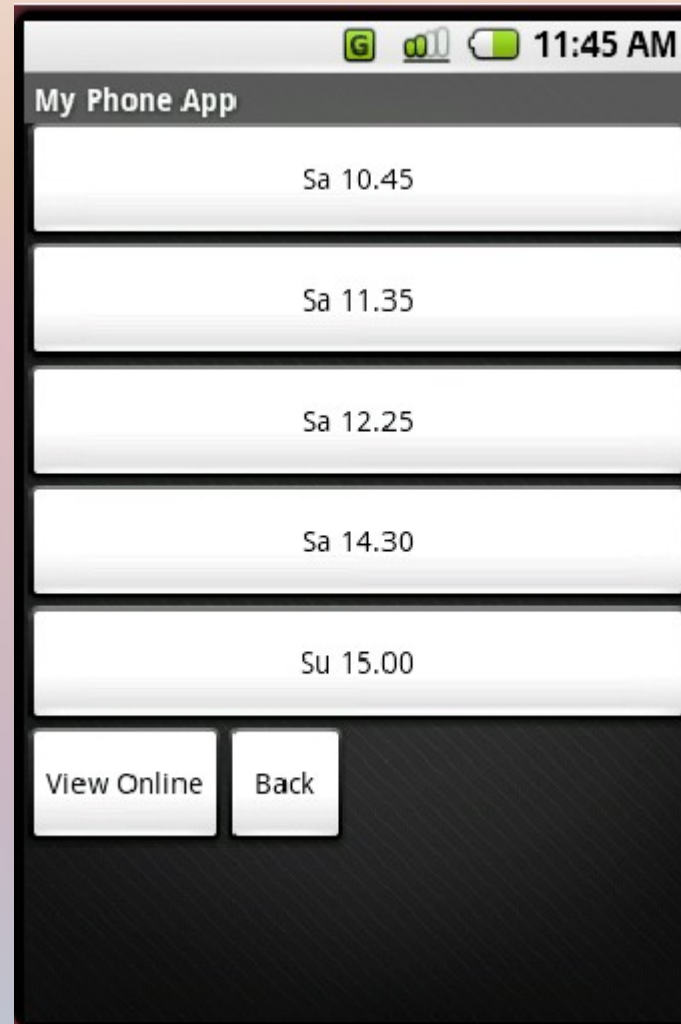
GPSS model of Telephone Exchange



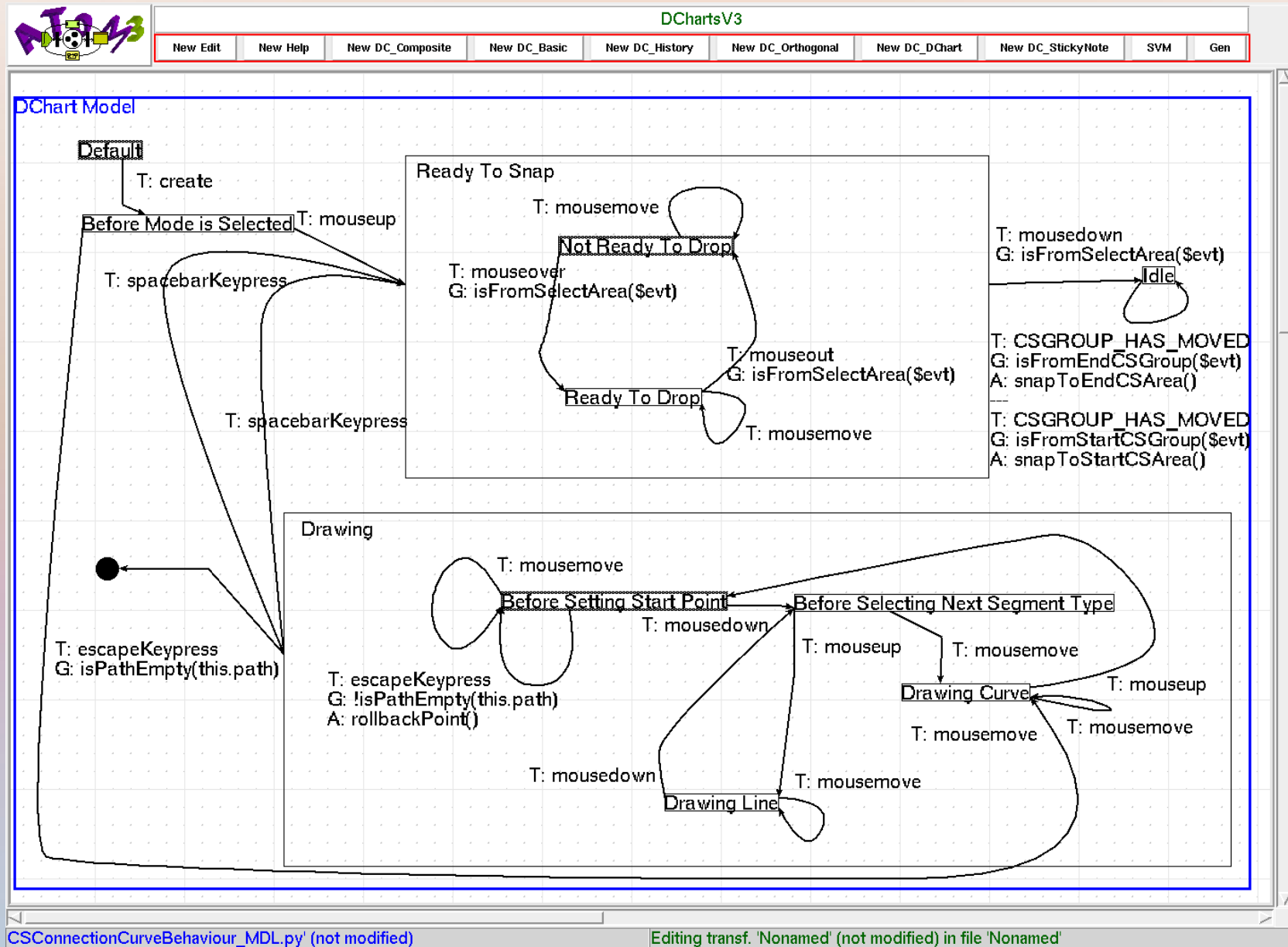
DS(V)M example application, the PhoneApps Domain-Specific model



DS(V)M example application: conference registration (Google Android)



A To M3



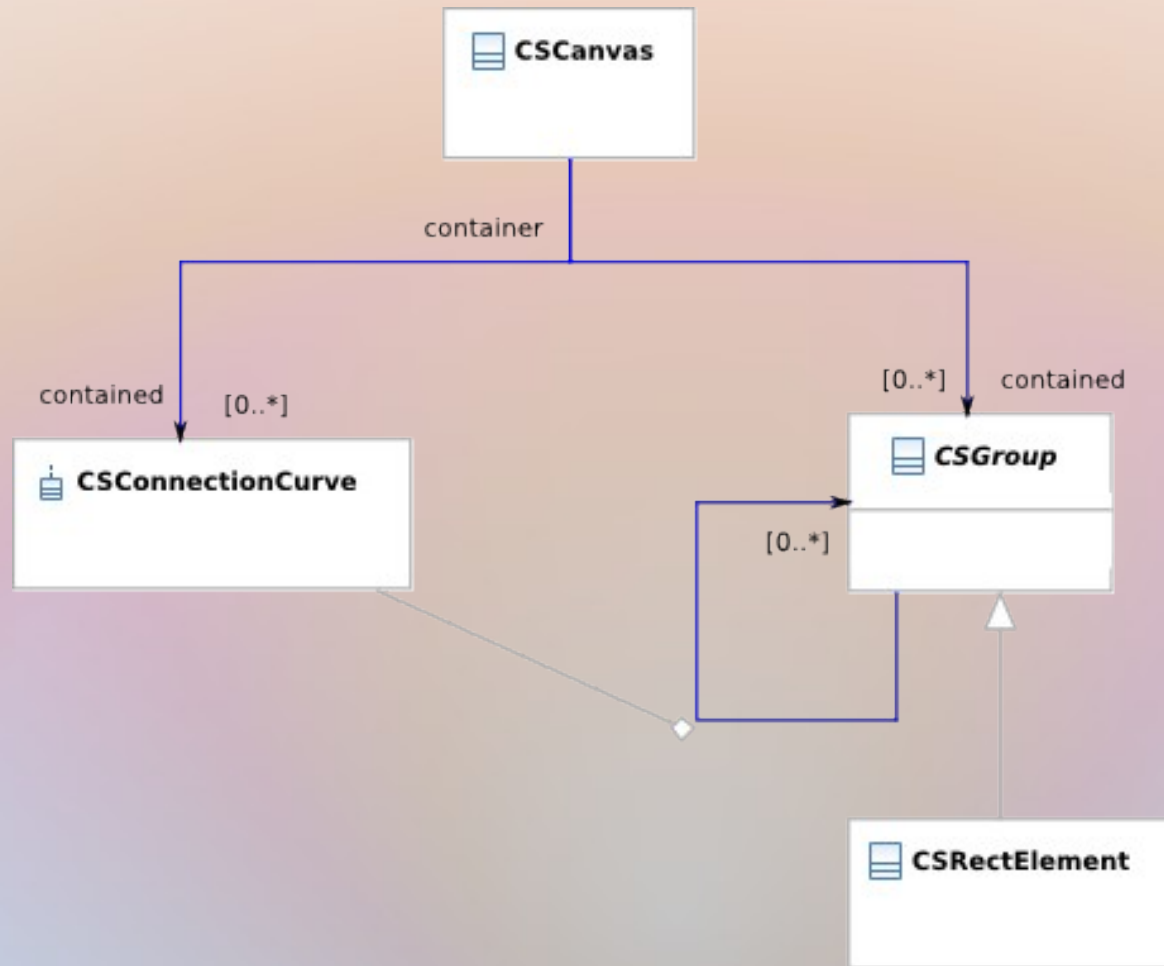
Developing with HLS

- *Model every aspect of the system-to-be-built, at the most appropriate level of abstraction, using the most appropriate formalism(s).*
- Class Diagrams and Statecharts to model UI

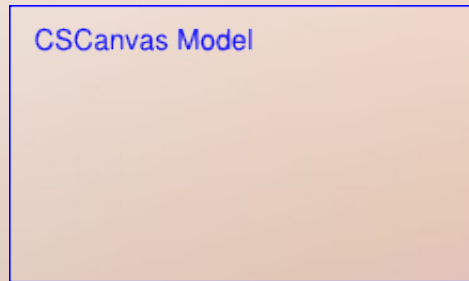
HLS Workflow

- Based on language engineering.
- Model
 - Abstract Syntax
 - Concrete Syntax
 - Behaviour
- Compile

Inkscape Example (Abstract Syntax)



Inkscape Example (Concrete Syntax)



Canvas

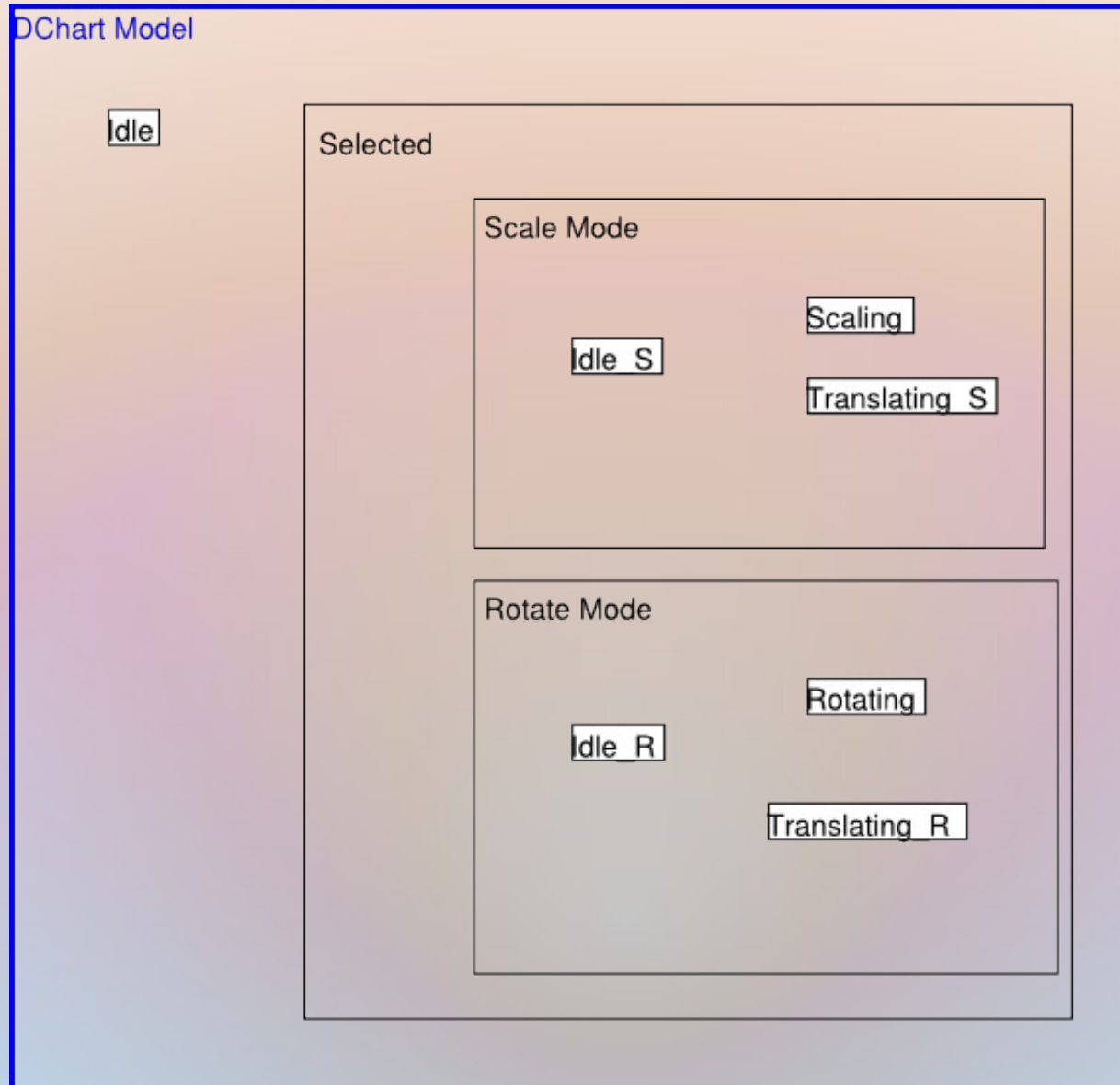


Rect

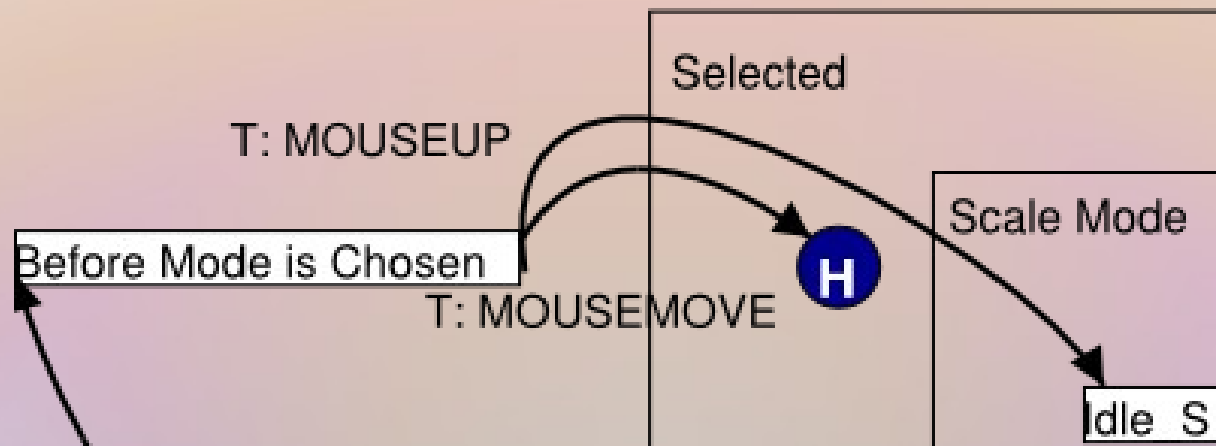


Curve

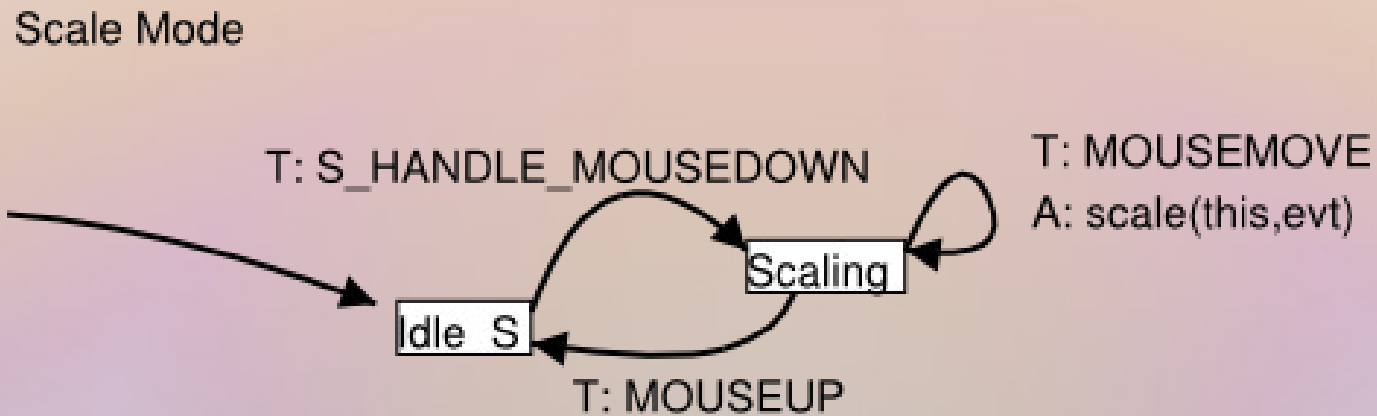
Inkscape Example (Behaviour)



Inkscape Example (Behaviour)

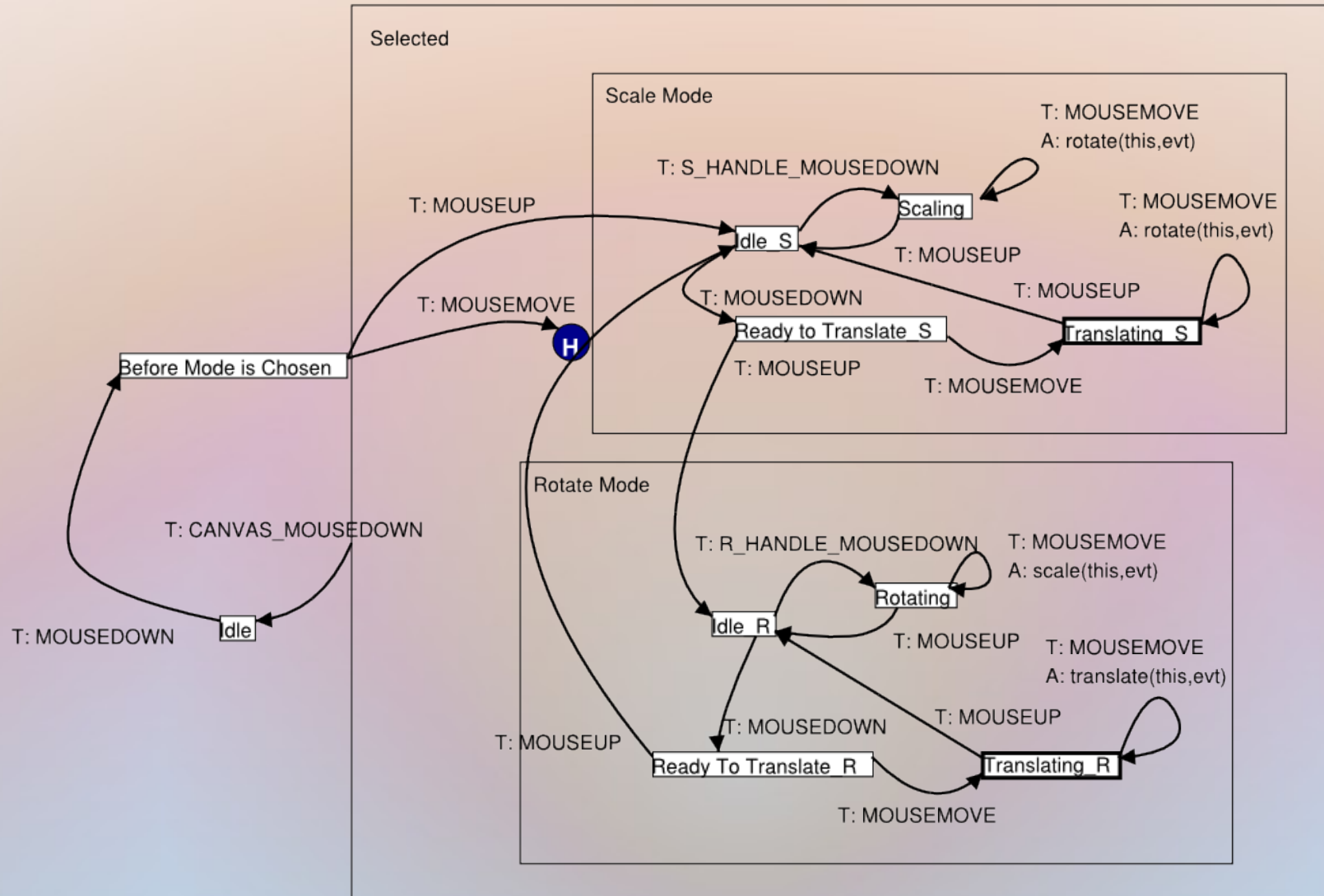


Inkscape Example (Behaviour)



Inkscape Example (Behaviour)

DChart Model



Inkscape Example

- Compile with SCCJS
 - Produces .js file
 - Defines statechart constructor function
- Write “glue” code

Future Work

- Develop AToMPM
- Explore different “optimal” formalisms for UI specification and synthesis
- Explore use of HLS as “assembly language” for higher-level specification languages (such as Task Models)
- Analysis of models (possibly after transformation to appropriate formalisms such as Petri Nets)
- Target: handheld devices, from DSVLs