

Spec 3.0 Documentation

Benjamin VAN RYSEGHEM

13 novembre 2013

1 Introduction

The following article will introduce you how to use SPEC through several examples. The general purpose of SPEC will be explained then will follow a presentation of every SPEC widgets and how to use them. This paper will be concluded by Ben ▶*n*◀ examples about how to compose basic widgets in order to build complete user interfaces.