## Spec 3.0 Documentation

## Benjamin Van Ryseghem

## 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  $\boxed{\tt Ben} \rightarrow n \blacktriangleleft$  examples about how to compose basic widgets in order to build complete user interfaces.

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