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Computer Programming Storyboards

“Storyboard Programming aims to provide programmers a natural and intuitive platform for developing low-level data structure implementations from intuitive high-level graphical insights.” (“*Storyboard Programming*”, 1999). This method allows the programmer to layout the flow and rough design of how the intended application interface will look. It also allows the programmer to begin to formulate how the interface will work and what classes may be needed. It is an important step because it makes the project even more manageable. By breaking down the project into layers on a storyboard, a programmer can more effectively work on each component of the program. By using a pictorial reference of the interface, it can be easier to share with other programmers the idea of the interface. Also, if multiple programmers are working on a program, the storyboard can be used to delegate specific tasks.

References:

Storyboard Programming. (1999) Retrieved November 26, 2017, from http://people.csail.mit.edu/rishabh/storyboard-website