

Model Driven Design

1 Models / Abstractions

Abstractions are a normal thing. We extract properties to focus on other properties and develop them. Models are also abstractions. Just like for instance Java (Abstraction of Assembler).

Models

- Makes everything simple but limit representation
- Makes handling information easier
- Is central in Software Development
- They have 3 purposes:
 - Drafting (→ fast communication of an idea)
 - Guideline (→ reducing ambiguity)
 - Programs (→ Applications are generated automatically with certain IFML technology)
- Good models:
 - use minimum information to show the point
 - is extensible
 - has to be implementable

2 Web IS

- has backend, frontend data and is standardized
- Web Engineering: doing the life cycle of a Web App and making good Web IS
- Standard Web Infrastructure, Communication and Navigation makes everything simpler

3 IFML

Information Flow Modeling Language Has multiple Aspects:

- Data
- Business Logic
- Presentation

It covers:

- Multiple Views
- reaction and communication
- user content
- modularization (?)

It consists of:

- Containers
- View Components
- Events (visible and invisible)
- Navigation Flow (With the propagation of information)
- Data Flow
- Parameter Group Bindings (List that shows attributes of object in database)