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**Design Considerations**

Basic premise: We want to create some UI resolver such that we can process an annotated class to generate a corresponding view .

Within , there needs to be a separation of the generation of the view and the binding of the view to the class. We will call the generator and the binder . The system should only every create one instance of for any class , and thereafter use that unbound instance as a template to create concrete instances of .

Annotations should be placed on the class at two levels: class level and method level. Java conventions suggest that class fields not be public and thus inaccessible for the generated view.

Class level annotations should declare the top-level UI element for the class as well as layout structures for the class.

Method level annotations should declare child UI elements which can bind directly to their corresponding methods, but may bind to several elements if necessary. Those that bind to several elements can be defined at the class level.

Binding can be of two types: Query or Command. Query types is for accessing data to populate some UI value. Command types are for executing actions, as defined in .