

SPEC

**A NEW FRAMEWORK FOR SPECIFICATION
AND REUSE OF MODELS AND USER
INTERFACES**

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PROBLEMS ?

- How to avoid reimplementing the “same” widget again and again ?
- How to make UI creation accessible ?
- How to have UIs regardless of the below implementation ?

A NEW FRAMEWORK

- Provides a set of basic widgets (list, button, text zone, etc.)
- Reuses widgets
- User interface are described, not implemented
- Can be plugged on top of any UI framework (Morphic, Seaside, Gaucho, etc.)

REUSABILITY

- UI
 - build recursively
 - can specify sub-widgets
- Model
 - can reuse model behavior
 - can specify sub-models

UI DESCRIPTION

- You describe your graphical element
- You do it recursively
- You condense it

LATE BINDING

- Dispatch during interpretation
- A binding per widget
- Rely on a small set of basic widgets

DEMO TIME