Normal Form

- uniformity leads to easier automation

- bounding box for every rectangle, ellipse and text

- reduce all data/program to triples

  - relation(subject,object)

  - e.g. rectangle(id1,…), text(id7,"abc"),componentName(id1,id7)

- Editor saves diagram in triple form in *factbase*

- inferencing rules (e.g. PROLOG) parse triples and create new layers of facts (triples)

Appendix

- https://guitarvydas.github.io/2021/03/17/Details-Kill.html

- https://guitarvydas.github.io/2021/01/14/References.html

- call return spaghetti / overview of implementing concurrency https://guitarvydas.github.io/2020/12/09/CALL-RETURN-Spaghetti.html

- statecharts https://guitarvydas.github.io/2021/02/25/statecharts-(again).html

- https://guitarvydas.github.io/2021/02/25/statecharts-(again).html