

Pattern Based User Interface Generation

Mestrado em Engenharia Informática

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Agenda

Y Context

Y Patterns

Y UsiXML

Y Project

Context

What makes a successful
software?

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Computer Interaction.

Y This is a problem for most developers.

Context

How are user interfaces built?

- Y Manually coding everything.
- Y Generating code through WYSIWYG tools.
- Y Some work on model driven development.

Patterns

Can patterns help?

- Patterns are very useful in other areas.
- Patterns are solutions that have been used in other projects.
- Patterns promote reusability.
- Patterns have already been used and tested. If a user interface pattern is known to be compliant with HCI rules, an instantiation of that pattern is also compliant with HCI rules.

Patterns

What kind of patterns?

- Patterns usually have a name, a problem, a solution and a set of consequences.
- In *Pattern-Based Design of User Interfaces*, Jean Vanderdonck and Francisco Simarro define two kinds of patterns:
 - Descriptive patterns;
 - Generative patterns.

Patterns

How can we specify them?

- UML is not suitable.
- UsiXML.
 - XML based language developed from scratch with the objective of expressing user interface models.

UsiXML

How can we use UsiXML?

- Y UsiXML is divided in a set of components.
 - Y Abstract user interface model;
 - Y Task model;
 - Y Context model;
 - Y Domain model;
 - Y Mapping model.

Project

What features will be supported?

- ÿ Read and interpret patterns specified in UsiXML models.
- ÿ Read and interpret source code of one or more OOP language with annotations in a separate XML file.
- ÿ Generate a concrete user interface resulting from a transformation of the pattern.

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