

Presentation Model



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Objectives

- Presentation Model tries to specify user **interface requirements**.
- Specification in an abstraction level **independent of the target device**.
- The specification includes requirements of:
 - Presentation
 - Navigation
 - Search
 - Visibility
 - Access

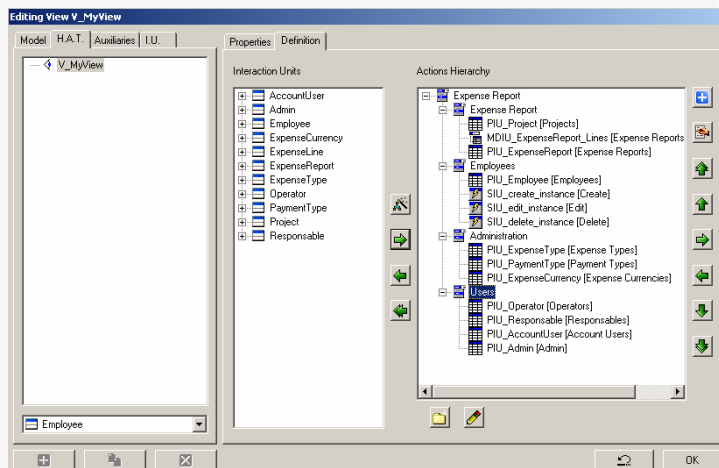
Level 1: Concept of View

- A **view** is a set of interfaces.
- It is the compilation unit of the User Interface compilers
- A view can include **agent relationships** from **one or more** system agent classes.
- Display sets, navigations and executable services are visible in a session depending on the result of **intersecting the permissions** of the logged user in the current session and the **elements** that have been **included** in the **view**.

Level 1: Hierarchical Action Tree (HAT)

- A Hierarchical Action Tree (HAT):
 - Must be defined for a given **view**
 - When an application is generated for a specific view, the **main menu** will be given by the HAT.
 - Provides **access** to the **functionality** defined for a view.
 - Intermediate nodes: Group Labels.
 - Leaf nodes: Interaction Units

Level 1: Hierarchical Action Tree (HAT)

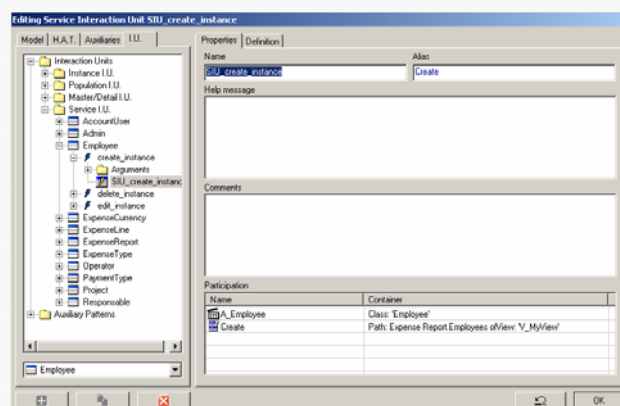


Level 2: Interaction Units

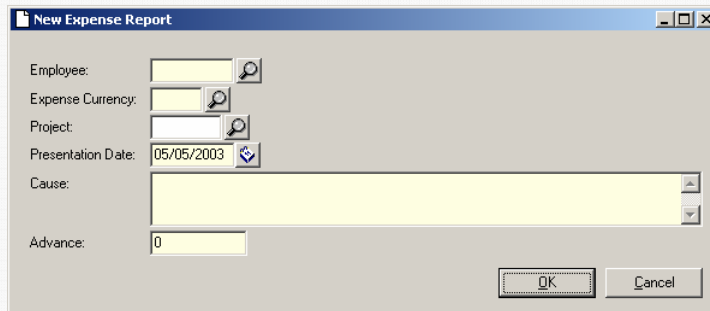
- Interaction Units (I.U.)
 - They are composed by **auxiliary patterns**
 - There can be **Simple**:
 - **Service** Interaction Unit
 - **Instance** Interaction Unit
 - **Population** Interaction Unit
 - Or they can be **Complex**:
 - **Master/Detail** Interaction Unit

Level 2: Service I.U.


- Abstraction of the interaction that happens when the user executes a service.
 - **Requests** arguments and **makes** the service call.





Level 2: Service I.U.




New Expense Report

Employee: 

Expense Currency: 

Project: 

Presentation Date: 05/05/2003 

Cause:

Advance: 0

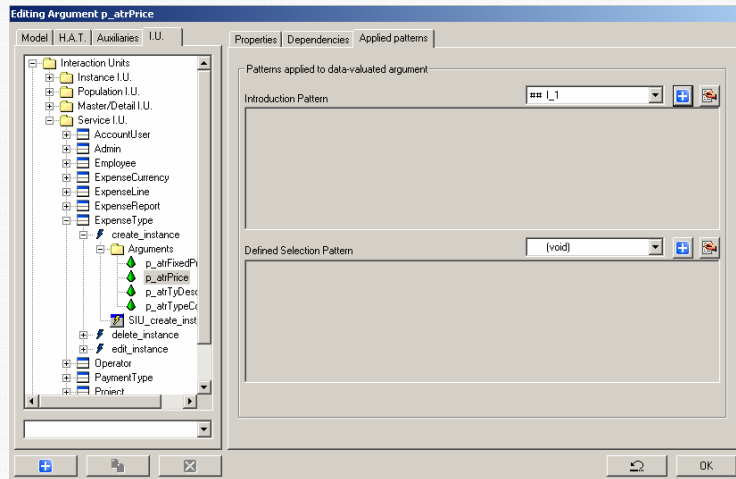
OK Cancel

Level 2: Service I.U.

- Some auxiliary patterns can be used:
 - Introduction Pattern.
 - Defined Selection Pattern.
 - Argument Grouping Pattern.
 - Supplementary Information Pattern.

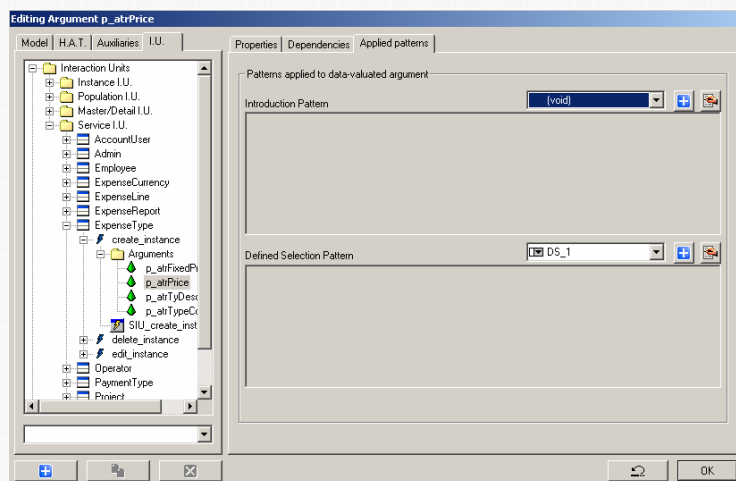
Level 2: Service I.U.

- Introduction Patterns



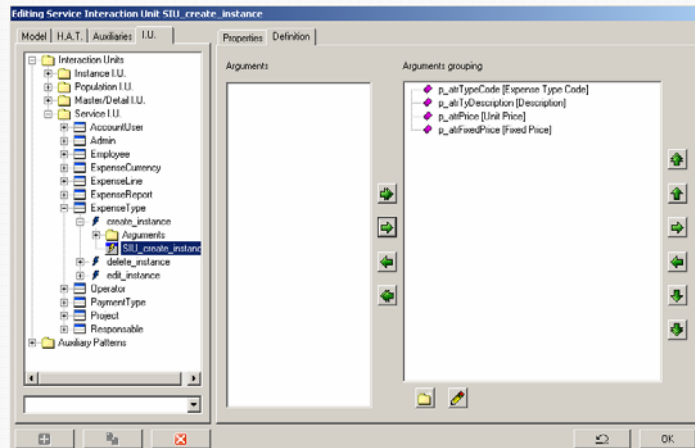
Level 2: Service I.U.

- Defined Selection Pattern.



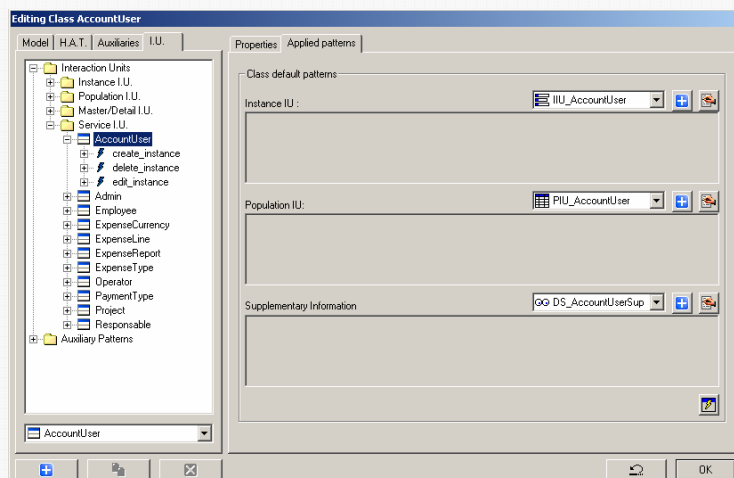
Level 2: Service I.U.

- Argument Grouping Patterns



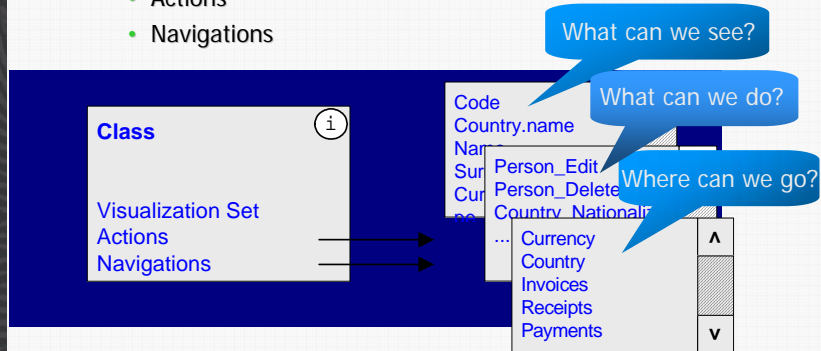
Level 2: Service I.U.

- Supplementary Information Pattern.

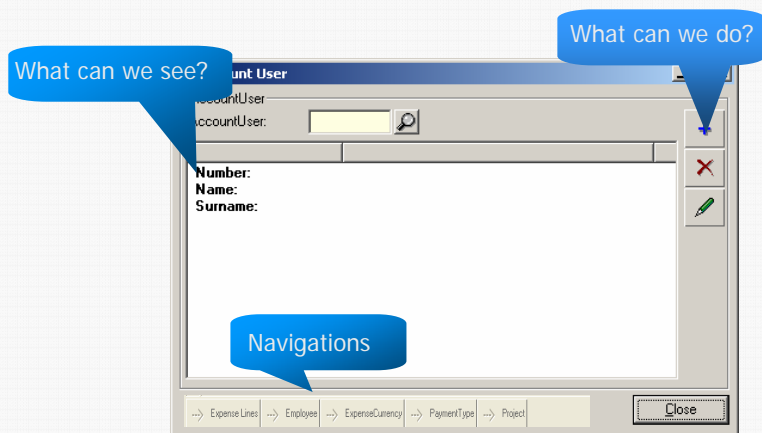


Level 2: Instance I.U.

- Abstracts the representation of an object.
 - Composed by:
 - Display Set
 - Actions
 - Navigations

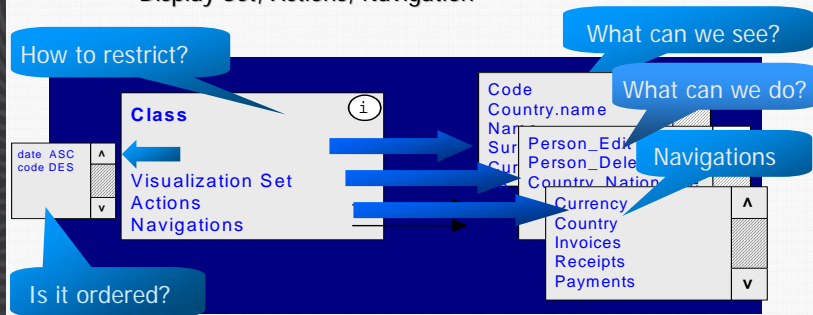


Level 2: Instance I.U.

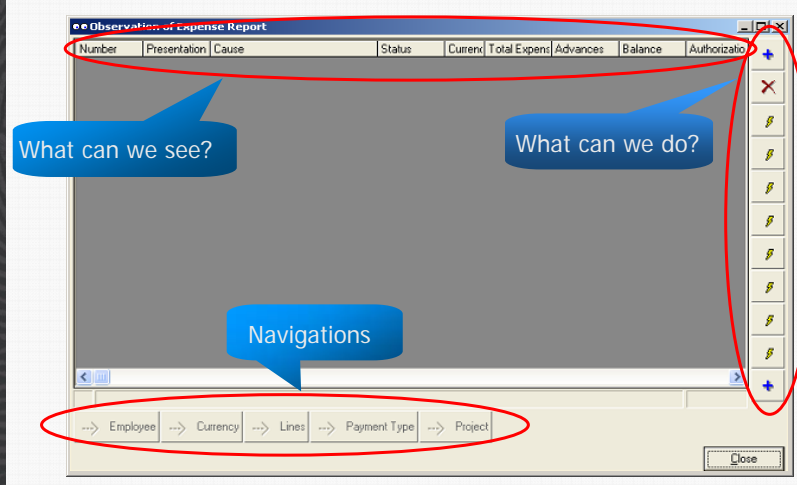


Level 2: Population I.U.

- Represents a set of objects of the same class.
 - Composed by one or several Population Selection Patterns:
 - Filter, Order Criteria
 - Display Set, Actions, Navigation

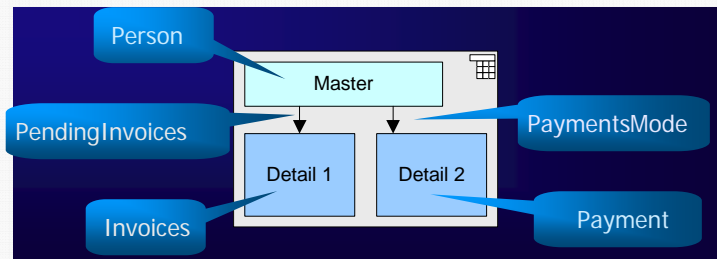


Level 2: Population I.U.

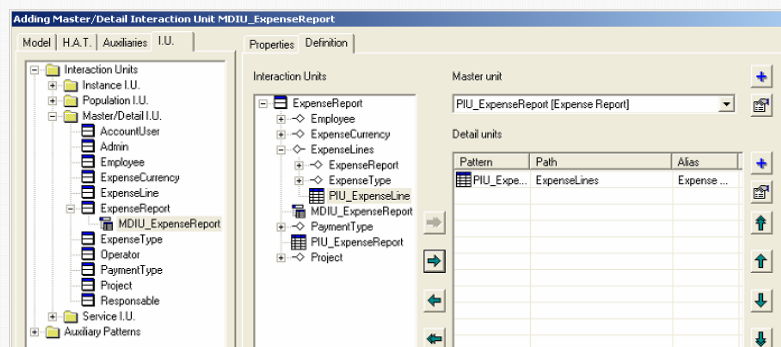


Level 2: Master/Detail I.U.

- Represents a pattern composed by other patterns with master-details semantics.
 - Master Component: Interaction Unit
 - One or several Detail Components: Interaction Units



Level 2: Master/Detail I.U.



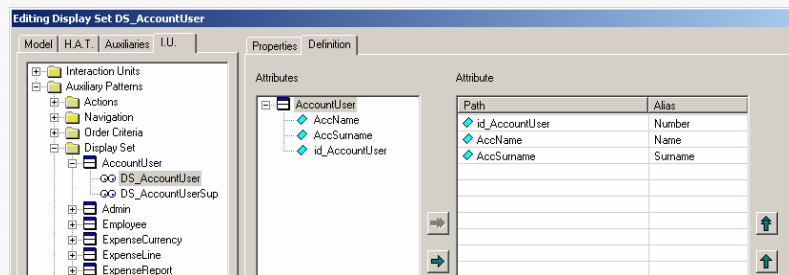
Level 2: Master/Detail I.U.

Level 3: Auxiliary Patterns

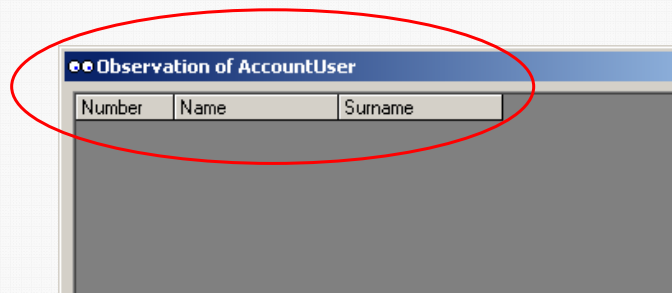
- Auxiliary Patterns:
 - Express **precise** user requirements
 - that **enrich** the **expressiveness** of interaction units.
- Auxiliary patterns **complete** I.U.s
- Each type of auxiliary pattern has a **well-defined scope** of application.
- Basic Auxiliary Patterns:
 - Display Set
 - Actions
 - Order Criteria
 - Filter
 - Navigations

Level 3: Display Set

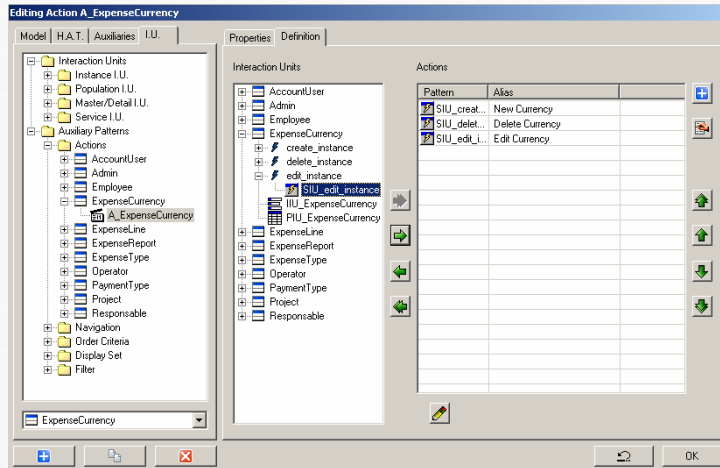
- Composed by all attributes to be shown.



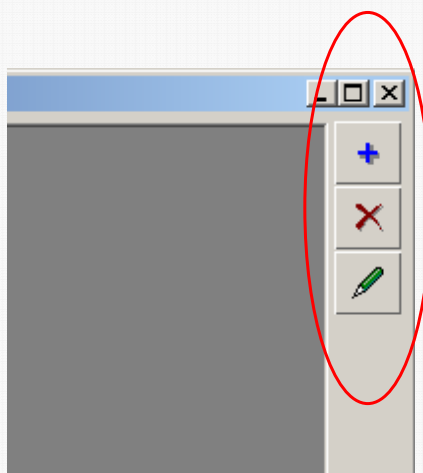
Level 3: Display Set



Level 3: Action Set

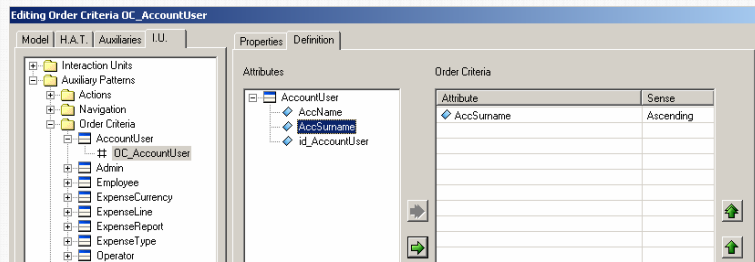


Level 3: Action Set

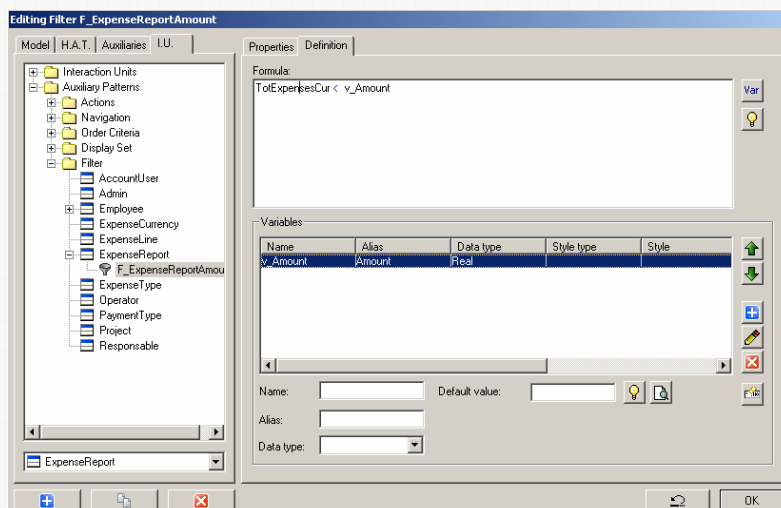


Level 3: Order Criteria

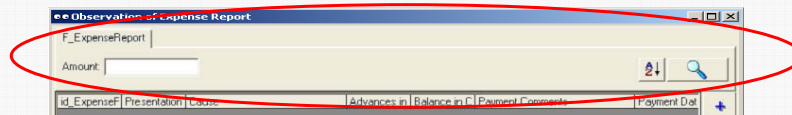
- Defined when instances have to be ordered by the value of an attribute or a set of attributes.



Level 3: Filter



Level 3: Filter



Level 3: Navigations

- It is possible to **access** instances of a related class.
 - As a navigation leads the user to another I.U., before defining a navigation, at least one IU (the one that the navigation reaches) has to be defined.

Level 3: Navigation

