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Task Models and Diagrams for Users Interface Design Hierarchical Annotated Action Diagrams Task Models and Diagrams for User Interface Design Task Models and Diagrams for User Interface Design Task Models and Diagrams for Users Interface Design Methodmanager Hierarchical Annotated Action Diagrams Component Interface Diagrams Software Requirements Using the Unified Process Interfaces for Creating Quantitative Conceptual Diagrams Conceptual Structures: Integration and Interfaces Logical Reasoning with Diagrams Task Models and Diagrams for User Interface Design A Graphical Interface to an Influence Diagram Based Expert System UML Distilled Phase Diagrams and Ceramic Processes Phase Equilibria, Phase Diagrams and Phase Transformations Géotechnique Thermochemical Stability Diagrams for Condensed Phases and Volatility Diagrams for Volatile Species Over Condensed Phases in Twenty Metal-sulfur-oxygen Systems Between 1150 and 1450°K Theory and Application of Diagrams Phase Diagrams 6-III Essential UMLTm fast Java for Artists Verification and Validation in Systems Engineering Applications of Phase Diagrams in Metallurgy and Ceramics Applying UML and Patterns Training Course Control of Metal/Oxide Interface Reactions by the Use of Chemical Potential Diagrams Advanced Visual Interfaces - Proceedings Of The International Workshop Avi '92 UML Modeling Languages and Applications Phase Diagrams Lectures on Random Interfaces Sketch-based Interfaces and Modeling Design of Enterprise Systems Handsketch-Based Diagram Editing Integrated Approaches in Information Technology and Web Engineering: Advancing Organizational Knowledge Sharing Mathematical Frameworks for Component Software UML Components Fundamental Approaches to Software Engineering Methods for Phase Diagram Determination Diagrammatic Reasoning in AI

Java For Artists: The Art, Philosophy, and Science of Object-Oriented Programming is a Java programming language text/tradebook that targets beginner and intermediate Java programmers. Interfaces are created to separate two distinct phases in a situation in which phase coexistence occurs. This book discusses randomly fluctuating interfaces in several different settings and from several points of view: discrete/continuum, microscopic/macroscopic, and static/dynamic theories. The following four topics in

particular are dealt with in the book.Assuming that the interface is represented as a height function measured from a fixed-reference discretized hyperplane, the system is governed by the Hamiltonian of gradient of the height functions. This is a kind of effective interface model called ??-interface model. The scaling limits are studied for Gaussian (or non-Gaussian) random fields with a pinning effect under a situation in which the rate functional of the corresponding large deviation principle has non-unique minimizers.Young diagrams determine decreasing interfaces, and their dynamics are introduced. The large-scale behavior of such dynamics is studied from the points of view of the hydrodynamic limit and non-equilibrium fluctuation theory. Vershik curves are derived in that limit.A sharp interface limit for the Allen–Cahn equation, that is, a reaction–diffusion equation with bistable reaction term, leads to a mean curvature flow for the interfaces. Its stochastic perturbation, sometimes called a time-dependent Ginzburg–Landau model, stochastic quantization, or dynamic P(?)-model, is considered. Brief introductions to Brownian motions, martingales, and stochastic integrals are given in an infinite dimensional setting. The regularity property of solutions of stochastic PDEs (SPDEs) of a parabolic type with additive noises is also discussed.The Kardar–Parisi–Zhang (KPZ) equation , which describes a growing interface with fluctuation, recently has attracted much attention. This is an ill-posed SPDE and requires a renormalization. Especially its invariant measures are studied. One effect of information technology is the increasing need to present information visually. The trend raises intriguing questions. What is the logical status of reasoning that employs visualization? What are the cognitive advantages and pitfalls of this reasoning? What kinds of tools can be developed to aid in the use of visual representation? This newest volume on the Studies in Logic and Computation series addresses the logical aspects of the visualization of information. The authors of these specially commissioned papers explore the properties of diagrams, charts, and maps, and their use in problem solving and teaching basic reasoning skills. As computers make visual representations more commonplace, it is important for professionals, researchers and students in computer science, philosophy, and logic to develop an understanding of these tools; this book can clarify the relationship between visuals and information. Pioneering work shows how using Diagrams facilitates the design of better AI systems The publication of Diagrammatic Reasoning in AI marks an important milestone for anyone seeking to design graphical user interfaces to support decision-making and problem-solving tasks. The author expertly demonstrates how diagrammatic representations can simplify our interaction with increasingly complex information technologies and computer-based information systems. In particular, the book emphasizes how diagrammatic user interfaces can help us better understand and visualize artificial intelligence (AI) systems. It examines how diagrammatic reasoning enhances various AI programming strategies used to emulate human thinking and problem-solving, including: Expert systems Model-based reasoning Inexact reasoning such as certainty factors and Bayesian networks Logic reasoning A key part of the book is its extensive development of applications and graphical illustrations, drawing on such fields as the physical sciences, macroeconomics, finance, business logistics management, and medicine. Despite such tremendous diversity of usage, in terms of applications and diagramming notations, the book classifies and organizes diagrams around six major themes: system topology; sequence and flow; hierarchy and classification; association; cause and effect; and

logic reasoning. Readers will benefit from the author's discussion of how diagrams can be more than just a static picture or representation and how diagrams can be a central part of an intelligent user interface, meant to be manipulated and modified, and in some cases, utilized to infer solutions to difficult problems. This book is ideal for many different types of readers: practitioners and researchers in AI and human-computer interaction; business and computing professionals; graphic designers and designers of graphical user interfaces; and just about anyone interested in understanding the power of diagrams. By discovering the many different types of diagrams and their applications in AI, all readers will gain a deeper appreciation of diagrammatic reasoning. The UML was conceived and first implemented as a language for describing the design of object-oriented programs. Its widespread adoption and inherent flexibility has, inevitably, led to its use in other areas, including the design of component-based systems, While it is not a perfect fit for component-based development, this book describes how best to use UML 1.3 in the specification and design of medium to large systems that utilize server-side component technologies. This volume brings together papers by experts in different areas of computer science, who have a common interest in the design and management of visual interfaces. Since cognitive science and metaphor analysis prove useful for understanding the basic mechanisms which allow visual interfaces to be easy to learn and use, these topics are also featured. Other areas focused on are: visual languages, visual database systems, intelligent agents for system interaction, graphical and pictorial communication tools, multimedia environments and specific technological developments. Essential UML fast introduces the concepts of object-oriented analysis, design and programming, using the Unified Modeling Language (UML). UML is one of the best known modeling languages in the object-oriented software development world, and is fast becoming a standard amongst OO software developers. The book contains plenty of examples and detailed illustrations, making it easy for readers to get up and running with UML fast. In providing these examples the author relies on one of the well known use case tools, Select Enterprise. Advice is given on how to set up Select Enterprise as well as how to use it to speed up the modeling process of practical software. Provides a collection of authoritative articles from distinguished international researchers in information technology and Web engineering. Ceramic products are fabricated from selected and consolidated raw materials through the application of thermal and mechanical energy. The complex connec tions between thermodynamics, chemical equilibria, fabrication processes, phase development, and ceramic properties define the undergraduate curriculum in Ceramic Science and Ceramic Engineering. Phase diagrams are usually introduced into the engineering curriculum during the study of physical chemistry, prior to specialization into ceramic engineering. This creates an artificial separation between consideration of the equilibrium description of the chemically heterogeneous system and the engineering and physical processes required for phase, microstructure, and property development in ceramic materials. Although convenient for instructional purposes, the separa tion of these topics limits the effective application of phase diagram information by the ceramic engineer in research and manufacturing problem solving. The nature of oxide phases, which define their useful engineering properties, are seldom linked to the stability of those phases which underlies their reliability as engineered products. Similarly, ceramic fabrication processes are seldom dis cussed within the context of the equilibrium or metastable phase diagram. In

this text, phase diagrams are presented with a discussion of ceramics' properties and processing. Particular emphasis is placed on the nature of the oxides themselves-their structural and dielectric properties-which results in unique and stable product performance. Any set of systematic property measurements can be the basis for a phase diagram: every experiment is an experiment in the approach to phase equilibrium. th TAMODIA 2009 was the 8 International Workshop in the series looking at TAskMOdelsandDIAgramsforUserInterfaceDevelopment. Overtheyearsthe submissionshavelookedatavarietyofperspectivesformodeling andannotating the user interface development process. The eighth workshop continued that approachandwascombinedwiththeIFIPWorkingConferenceonHumanError, Safety and Systems Development, HESSD 2009. There is an obvious synergy betweenthetwo workshops,asa rigorous,engineeringapproachto userinterface development can help in the prevention of human error and the maintenance of safety in critical interactive systems. The 12 papers presented here take a variety of approaches and cover d- ferent domains of the application of task modeling. We begin with higher-level perspectives on business processes that enable us to drive user interface dev- opment. Aspects of the general design process are also considered and applied to service-oriented and augmented reality interaction. Formal methods are also investigated for more rigorous development. Model-driven development is also recognized for its contribution to high-level interface design, and continuing the software engineering theme, approaches based on UML are presented. Sousa et al. propose a model-driven approach to linking business processes with user interface models. Their approach is demonstrated in the context of a large ?nancial institution and they show how the alignment between UI models and business can be managed, taking advantage of the traceability provided by model-driven design. Neubauer et al. also consider a ?ow-oriented modeling of business processes as a more open approach to capturing the dynamics of process modeling and understanding. This book constitutes the thoroughly refereed joint postproceedings of the satellite activities held at the 7th International Conference on the Unified Modeling Language, UML 2004, in Lisbon, Portugal in October 2004 complementing the main conference track. The book presents reports on the 10 workshops held at UML and covers a broad range of topics around systems modelling; these reports are compiled by the respective workshop organizers. Furthermore 12 revised reviewed papers from the industry track are included as well as 11 short papers corresponding to selected poster/demo presentations and a summary on the UML tools exhibition. This book constitutes the refereed proceedings of the 10th International Conference on Conceptual Structures, ICCS 2002, held in Borovets, Bulgaria. in July 2002. The 27 revised full papers presented together with two invited contributions were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections on data and knowledge structures, information retrieval, natural language, ontology and semantics, interfaces and applications, and logical and mathematical foundations. This well-written text is for non-metallurgists and anyone seeking a quick refresher on an essential tool of modern metallurgy. The basic principles, construction, interpretation, and use of alloy phase diagrams are clearly described with ample illustrations for all important liquid and solid reactions. Gas-metal reactions, important in metals processing and in-service corrosion, also are discussed. Get the basics on how phase

diagrams help predict and interpret the changes in the structure of alloys. Standardization of hardware description languages and the availability of synthesis tools has brought about a remarkable increase in the productivity of hardware designers. Yet design verification methods and tools lag behind and have difficulty in dealing with the increasing design complexity. This may get worse because more complex systems are now constructed by (re)using Intellectual Property blocks developed by third parties. To verify such designs, abstract models of the blocks and the system must be developed, with separate concerns, such as interface communication, functionality, and timing, that can be verified in an almost independent fashion. Standard Hardware Description Languages such as VHDL and Verilog are inspired by procedural `imperative' programming languages in which function and timing are inherently intertwined in the statements of the language. Furthermore, they are not conceived to state the intent of the design in a simple declarative way that contains provisions for design choices, for stating assumptions on the environment, and for indicating uncertainty in system timing. Hierarchical Annotated Action Diagrams: An Interface-Oriented Specification and Verification Method presents a description methodology that was inspired by Timing Diagrams and Process Algebras, the so-called Hierarchical Annotated Diagrams. It is suitable for specifying systems with complex interface behaviors that govern the global system behavior. A HADD specification can be converted into a behavioral real-time model in VHDL and used to verify the surrounding logic, such as interface transducers. Also, function can be conservatively abstracted away and the interactions between interconnected devices can be verified using Constraint Logic Programming based on Relational Interval Arithmetic. Hierarchical Annotated Action Diagrams: An Interface-Oriented Specification and Verification Method is of interest to readers who are involved in defining methods and tools for system-level design specification and verification. The techniques for interface compatibility verification can be used by practicing designers, without any more sophisticated tool than a calculator. This book constitutes the thoroughly refereed post-proceedings of the 5th International Workshop on Task Models and Diagrams for User Interface Design, TAMODIA 2006, held in Hasselt, Belgium. More than 20 papers cover such topics as tool support, model-based interface development, user interface patterns, task-centered design, multi-modal user interfaces, reflections on tasks and activities in modeling, as well as context and plasticity. The interface reactions of FeO/Cr, Cu2O/Ni (undoped and doped), TiAl/Al2O3, Ti/Al2O3, and TiAl/TiO2 and the oxidation of TiAl have been investigated, and the reaction paths of these reactions have been analyzed in chemical potential diagrams. The reaction paths of the interface reactions are dependent on the thickness of the sample and on the reaction time. The reaction paths and the diffusion behavior of these interface reactions have been reasonably explained by a simple model assuming a local equilibrium at the interfaces which predicts that the reaction path should be represented by lines in the chemical potential diagrams. Examples of computer simulations using chemical potential diagrams are presented as a tool in the design and control of the metal/oxide interface reactions. This book constitutes the thoroughly refereed post-proceedings of the 5th International Workshop on Task Models and Diagrams for User Interface Design, TAMODIA 2006, held in Hasselt, Belgium. More than 20 papers cover such topics as tool support, model-based interface development, user interface patterns, task-centered design, multi-modal user

interfaces, reflections on tasks and activities in modeling, as well as context and plasticity. Software Requirements Using the Unified Process: A Practical Approach presents an easy-to-apply methodology for creating requirements. Learn to build user requirements, requirements architecture, and the specifications more quickly and at a lower cost. The authors present realistic solutions for the entire requirements process: gathering, analysis, specification, and maintenance. Modern chart-making, illustration, and mathematical tools poorly support the use of conceptual components in quantitative graphs such as Economics diagrams. The substantial time those tools require to achieve the desired results leads many people to sketch their graphs with pencil and paper instead of using a computer. In this thesis, I address the challenge of designing a software user interface that not only includes all features necessary to create a wide range of quantitative conceptual diagrams, but also is dramatically more efficient to use than existing programs. My design takes several important interaction techniques that previous applications used separately and comprehensively integrates them in order to create new, flexible capabilities. I have implemented this design as a desktop application called Graph Sketcher, and I present results of studies which show that my interface halves the time required to complete several common graph creation tasks. I also show that the 700 students, teachers, professionals, and hobbyists worldwide who choose to use Graph Sketcher in their everyday work nd the interface intuitive, enjoyable, and empowering for generating many different types of graphs. ETAPS'99 is the second instance of the European Joint Conferences on Theory and Practice of Software. ETAPS is an annual federated conference that was established in 1998 by combining a number of existing and new conferences. This year it comprises ?ve conferences (FOSSACS, FASE, ESOP, CC, TACAS), four satellite workshops (CMCS, AS, WAGA, CoFI), seven invited lectures, two invited tutorials, and six contributed tutorials. The events that comprise ETAPS address various aspects of the system - velopment process, including speci?cation, design, implementation, analysis and improvement. The languages, methodologies and tools which support these - tivities are all well within its scope. Di?erent blends of theory and practice are represented, with an inclination towards theory with a practical motivation on one hand and soundly-based practice on the other. Many of the issues involved in software design apply to systems in general, including hardware systems, and the emphasis on software is not intended to be exclusive. This book constitutes the refereed proceedings of the 6th International Workshop on Task Models and Diagrams for User Interface Design, TAMODIA 2007, held in Toulouse, France, in November 2007. The workshop features current research and gives some indication of the new directions in which task analysis theories, methods, techniques and tools are progressing. The papers are organized in topical sections. The field of sketch-based interfaces and modeling (SBIM) is concerned with developing methods and techniques to enable users to interact with a computer through sketching - a simple, yet highly expressive medium. SBIM blends concepts from computer graphics, human-computer interaction, artificial intelligence, and machine learning. Recent improvements in hardware, coupled with new machine learning techniques for more accurate recognition, and more robust depth inferencing techniques for sketch-based modeling, have resulted in an explosion of both sketch-based interfaces and pen-based computing devices. Presenting the first coherent, unified overview of SBIM, this unique text/reference bridges the two

complementary research areas of user interaction (sketch-based interfaces), and graphical modeling and construction (sketch-based modeling). The book discusses the state of the art of this rapidly evolving field, with contributions from an international selection of experts. Also covered are sketch-based systems that allow the user to manipulate and edit existing data - from text, images, 3D shapes, and video - as opposed to modeling from scratch. Topics and features: reviews pen/stylus interfaces to graphical applications that avoid reliance on user interface modes; describes systems for diagrammatic sketch recognition, mathematical sketching, and sketch-based retrieval of vector drawings; examines pen-based user interfaces for engineering and educational applications; presents a set of techniques for sketch recognition that rely strictly on spatial information; introduces the Teddy system; a pioneering sketching interface for designing free-form 3D models; investigates a range of advanced sketch-based systems for modeling and designing 3D objects, including complex contours, clothing, and hair-styles; explores methods for modeling from just a single sketch or using only a few strokes. This text is an essential resource for researchers, practitioners and graduate students involved in human-factors and user interfaces, interactive computer graphics, and intelligent user interfaces and AI. Phase diagrams are "maps" materials scientists often use to design new materials. They define what compounds and solutions are formed and their respective compositions and amounts when several elements are mixed together under a certain temperature and pressure. This monograph is the most comprehensive reference book on experimental methods for phase diagram determination. It covers a wide range of methods that have been used to determine phase diagrams of metals, ceramics, slags, and hydrides. * Extensive discussion on methodologies of experimental measurements and data assessments * Written by experts around the world, covering both traditional and combinatorial methodologies * A must-read for experimental measurements of phase diagrams Computational tools allow material scientists to model and analyze increasingly complicated systems to appreciate material behavior. Accurate use and interpretation however, requires a strong understanding of the thermodynamic principles that underpin phase equilibrium, transformation and state. This fully revised and updated edition covers the fundamentals of thermodynamics, with a view to modern computer applications. The theoretical basis of chemical equilibria and chemical changes is covered with an emphasis on the properties of phase diagrams. Starting with the basic principles, discussion moves to systems involving multiple phases. New chapters cover irreversible thermodynamics, extremum principles, and the thermodynamics of surfaces and interfaces. Theoretical descriptions of equilibrium conditions, the state of systems at equilibrium and the changes as equilibrium is reached, are all demonstrated graphically. With illustrative examples - many computer calculated - and worked examples, this textbook is an valuable resource for advanced undergraduates and graduate students in materials science and engineering. Phase Diagrams: Materials Science and Technology, Volume III is an eight-chapter text that deals with the use of phase diagrams in electronic materials and glass technology. This volume first describes several crystal-growth techniques and the use of phase diagrams in crystals grown from high-temperature systems. This is followed by discussions on phase problems encountered in semiconductor studies with compound semiconductors and the use of phase diagrams in illustrating superconducting state and superconductivity property of materials. A chapter deals with the

preparation of metastable phases by rapid quenching from the liquid (splat cooling) and the alloy constitution changes associated with their formation and properties, with a particular emphasis on the phase-diagram representation of metastable alloy phases. The discussion then shifts to metastable liquid immiscibility, occurrence, techniques of study, mechanisms of microphase separation, phase diagrams, and practical applications. This volume also examines the use of phase diagrams to obtain solubility data for high-temperature systems assisting in the prediction of dissolution behavior. The concluding chapters explore the relationships between phase diagrams and the structure of glass-forming oxide and phase studies of molten salts and their interactions with other salts and oxides. This book will be useful to all scientists, engineers, and materials science students who are investigating and developing materials, as well as to the end users of the materials. Second Edition of the UML video course based on the book Applying UML and Patterns. This VTC will focus on object-oriented analysis and design, not just drawing UML. Diagrams 2000 is dedicated to the memory of Jon Barwise. Diagrams 2000 was the ?rst event in a new interdisciplinary conference series on the Theory and Application of Diagrams. It was held at the University of Edinburgh, Scotland, September 1-3, 2000. Driven by the pervasiveness of diagrams in human communication and by the increasing availability of graphical environments in computerized work, the study of diagrammatic notations is emerging as a research ?eld in its own right. This development has simultaneously taken place in several scienti?c disciplines, including, amongst others: cognitive science, arti?cial intelligence, and computer science. Consequently, a number of di?erent workshop series on this topic have been successfully organized during the last few years: Thinking with Diagrams, Theory of Visual Languages, Reasoning with Diagrammatic Representations, and Formalizing Reasoning with Visual and Diagrammatic Representations. Diagrams are simultaneously complex cognitive phenonema and sophis- cated computational artifacts. So, to be successful and relevant the study of diagrams must as a whole be interdisciplinary in nature. Thus, the workshop series mentioned above decided to merge into Diagrams 2000, as the single - terdisciplinary conference for this exciting new ?eld. It is intended that Diagrams 2000 should become the premier international conference series in this area and provide a forum with su?cient breadth of scope to encompass researchers from all academic areas who are studying the nature of diagrammatic representations and their use by humans and in machines. In practice, many different people with backgrounds in many different disciplines contribute to the design of an enterprise. Anyone who makes decisions to change the current enterprise to achieve some preferred structure is considered a designer. What is problematic is how to use the knowledge of separate aspects of the enterprise to achieve a globally optimized enterprise. The synthesis of knowledge from many disciplines to design an enterprise defines the field of enterprise engineering. Because enterprise systems are exceedingly complex, encompassing many independent domains of study, students must first be taught how to think about enterprise systems. Specifically written for advanced and intermediate courses and modules, Design of Enterprise Systems: Theory, Architecture, and Methods takes a system-theoretical perspective of the enterprise. It describes a systematic approach, called the enterprise design method, to design the enterprise. The design method demonstrates the principles, models, methods, and tools needed to design enterprise systems. The author uses the enterprise system design methodology to organize the chapters

to mimic the completion of an actual project. Thus, the book details the enterprise engineering process from initial conceptualization of an enterprise to its final design. Pedagogical tools available include: For instructors: PowerPoint® slides for each chapter Project case studies that can be assigned as long-term projects to accompany the text Quiz questions for each chapter Business Process Analyzer software available for download For students: Templates, checklists, forms, and models to support enterprise engineering activities The book fills a need for greater design content in engineering curricula by describing how to design enterprise systems. Inclusion of design is also critical for business students, since they must realize the import their decisions may have on the long-term design of the enterprises they work with. The book's practical focus and project-based approach coupled with the pedagogical tools gives students the knowledge and skills they need to lead enterprise engineering projects. At the dawn of the 21st century and the information age, communication and c- puting power are becoming ever increasingly available, virtually pervading almost every aspect of modern socio-economical interactions. Consequently, the potential for realizing a signi?cantly greater number of technology-mediated activities has emerged. Indeed, many of our modern activity ?elds are heavily dependant upon various underlying systems and software-intensive platforms. Such technologies are commonly used in everyday activities such as commuting, traf?c control and m- agement, mobile computing, navigation, mobile communication. Thus, the correct function of the forenamed computing systems becomes a major concern. This is all the more important since, in spite of the numerous updates, patches and ?rmware revisions being constantly issued, newly discovered logical bugs in a wide range of modern software platforms (e. g. , operating systems) and software-intensive systems (e. g. , embedded systems) are just as frequently being reported. In addition, many of today's products and services are presently being deployed in a highly competitive environment wherein a product or service is succeeding in most of the cases thanks to its quality to price ratio for a given set of features. Accordingly, a number of critical aspects have to be considered, such as the ab- ity to pack as many features as needed in a given product or service while c- currently maintaining high quality, reasonable price, and short time -to- market.

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