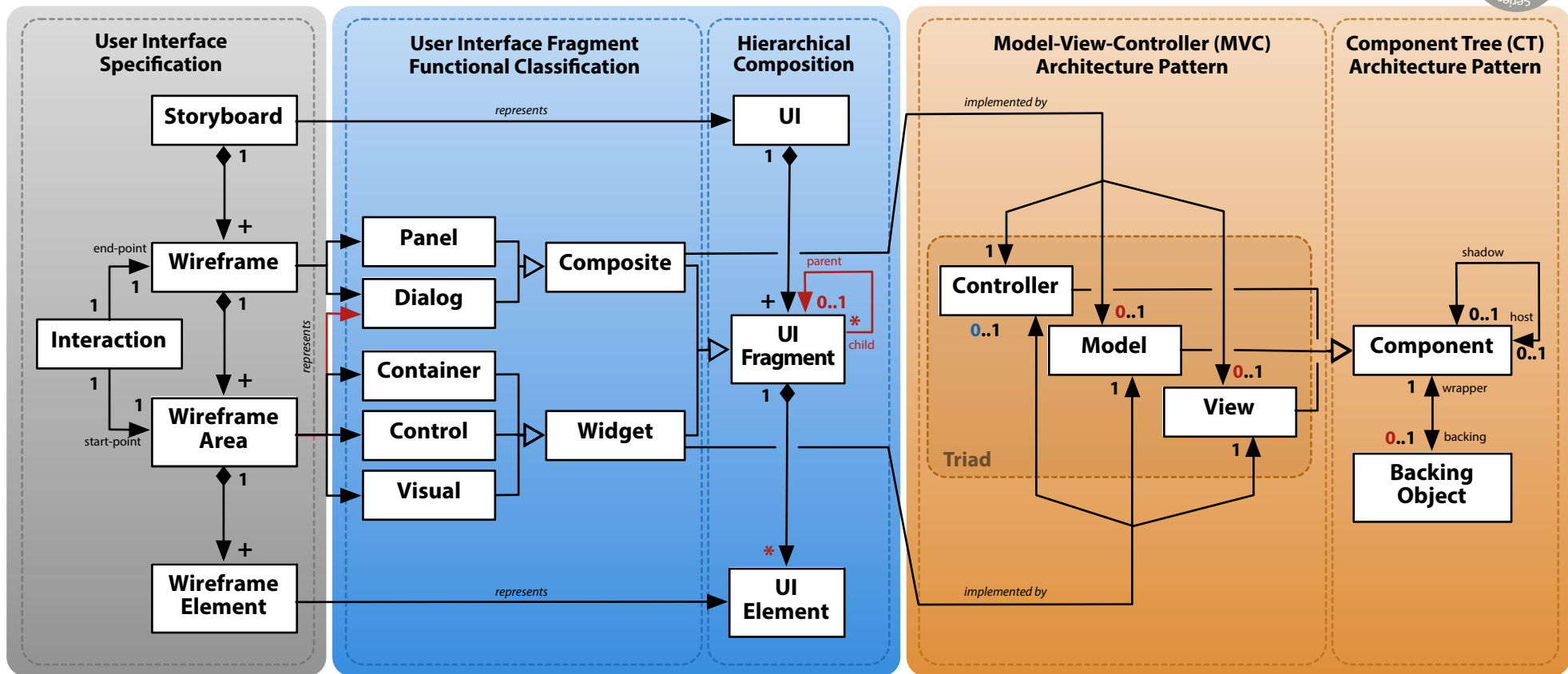


# User Interface Ontology



<p><b>Storyboard:</b> Visual specification of an application as a whole, defined with the help of one or more Wireframes.</p>	<p><b>Wireframe:</b> High-level visual specification of a Panel or Dialog Composite, intentionally drawn in sketch-style.</p>	<p><b>Composite:</b> High-level UI Fragment; either an orchestrating Panel or interacting Dialog.</p>	<p><b>Widget:</b> Mid-level UI Fragment; either an orchestrating Container, an interacting Control or a non-interacting Visual.</p>	<p><b>User Interface (UI):</b> Visual presentation and interaction surface of an application as a whole, consisting of one or more UI Fragments.</p>	<p><b>UI Fragment:</b> High-level visual UI part, consisting of other nested UI Fragments and UI Elements.</p>	<p><b>UI Element:</b> Low-level visual UI part, consisting of text and/or geometrical graphics primitives.</p>	<p><b>Controller:</b> Active Component, dedicated to perform presentation provisioning to a Model and presentation actioning from a Model.</p>	<p><b>Model:</b> Passive Component, dedicated to host (and perform logical operations on) values (parameters, states, data and events) to serve a View.</p>	<p><b>View:</b> Active Component, dedicated to displaying and interacting with a view mask, based on a bi-directional binding to values in a Model.</p>
<p><b>Interaction:</b> User action on a Wireframe Area, causing arbitrary domain-specific functionality to run and resulting in the appearance of another Wireframe.</p>	<p><b>Wireframe Area:</b> Mid-level visual area of a Wireframe, functionally corresponding to a Dialog Composite or a Container, Control or Visual Widget.</p>	<p><b>Wireframe Element:</b> Low-level visual element of a Wireframe Area, consisting of sketch-styled text and/or geometrical graphics primitives.</p>	<p><b>Panel:</b> Composite, mainly orchestrating multiple contained UI Fragments.</p>	<p><b>Dialog:</b> Composite, mainly interacting with the user through contained Widgets.</p>	<p><b>Container:</b> Active Widget, mainly logically grouping other UI Fragments.</p>	<p><b>Control:</b> Active Widget, mainly interacting with the user through input mechanisms like keyboard, mouse, touch-screen, etc.</p>	<p><b>Visual:</b> Passive Widget, just showing content textually and/or graphically.</p>	<p><b>Component:</b> Object-oriented grouping of data and behavior, wrapping a Backing Object; usually in the form of generic functionality provided by a framework.</p>	<p><b>Backing Object:</b> Object-oriented grouping of data and behavior, backing a Component; usually in the form of domain-specific functionality provided by the application.</p>