User Interface Ontology

User Interface Specification

Storyboard

Wireframe

Interaction

User Interface Fragment Functional Classification

Storyboard

Wireframe

Interaction

User Interface Ontology

Hierarchical Composition

Storyboard

Wireframe

Interaction

Model-View-Controller (MVC) Architecture Pattern

Component Tree (CT) Architecture Pattern

User Interface (UI)

UI Fragment

UI Element

Model

View

Triad

Component

Backing Object

User Interface: Visual specification of an application as a whole, defined with the help of one or more Wireframes.

Wireframe: High-level visual specification of a Panel or Dialog Composite, intentionally drawn in sketch-style.

Composite: High-level UI Fragment, either an orchestrating Panel or interacting Dialog.

Widget: Low-level visual area of a Wireframe, consisting of sketch-styled text and/or geometrical graphics primitives.

User Interface (UI): Visual presentation and interaction surface of an application as a whole, consisting of one or more UI Fragments.

UI Fragment: High-level visual UI part, consisting of other nested UI Fragments and UI Elements.

UI Element: Low-level visual UI part, consisting of text and/or geometrical graphics primitives.

Controller: Active Component, dedicated to perform presentation provisioning to a Model and presentation actioning from a Model.

Model: Passive Component, dedicated to host (and perform logical operations on) values (parameters, commands, states, data and events) to serve a View.

View: Active Component, dedicated to displaying and interacting with a view mask, based on a bi-directional binding to values in a Model.

Component: Object-oriented grouping of data and behavior, wrapping a Backing Object, usually in the form of generic functionality provided by a framework.

Backing Object: Object-oriented grouping of data and behavior, backing a Component, usually in the form of domain-specific functionality provided by the application.