

Title	Restrict to view
Product	OLIVANOVA User Interface Transformation Engines
Last update	01/12/2009

1 Purpose/Target

The purpose of this document is to describe how the User Interface Transformation Engines will reduce the amount of generated source code according to what the analyst has selected in the view.

The source code will have all the files and methods needed by the application interaction units, but will lack those files and methods belonging to unused interaction units. This will end in much compact applications.

2 Description

When obtaining the source code from a conceptual model using the *OLIVANOVA* User Interface Transformation Engines, all the Interaction Units get transformed into several source code artefacts (files, methods, resources...). However, not always all the interaction units have their path to the application, as sometimes different model views use different interaction units, making the source code be overloaded with unused artefacts coming from the unused interaction units.

To avoid this, a new algorithm will be implemented in the *OLIVANOVA* User Interface Transformation Engines. This algorithm will restrict the artefacts generated only to the ones needed according to the Interaction Units visible in the selected view.

So, the visible Interaction Units will be those interaction units which are accessible from the Hierarchical Action Tree (HAT). This includes the interaction units that are accessible from the interaction units that are accessible from the HAT and forth.

Moreover, if an Interaction Unit is accessible from the HAT (or one of its interaction units) but none of the agents selected in the view has rights over the interaction unit, then the interaction unit will not be visible.

With this, the generated source code can be much lightweight that before.

Beware of using AUTO Interaction Units, as these provide access to a wealth of interaction units, overloading thus the final source code.