



Interaction Flow Modeling Language: Model-Driven UI Engineering of Web and Mobile Apps with IFML (The MK/OMG Press)

By Marco Brambilla, Piero Fraternali

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Interaction Flow Modeling Language: Model-Driven UI Engineering of Web and Mobile Apps with IFML (The MK/OMG Press) By Marco Brambilla, Piero Fraternali

Interaction Flow Modeling Language describes how to apply model-driven techniques to the problem of designing the front end of software applications, i.e., the user interaction. The book introduces the reader to the novel OMG standard Interaction Flow Modeling Language (IFML). Authors Marco Brambilla and Piero Fraternali are authors of the IFML standard and wrote this book to explain the main concepts of the language. They effectively illustrate how IFML can be applied in practice to the specification and implementation of complex web and mobile applications, featuring rich interactive interfaces, both browser based and native, client side components and widgets, and connections to data sources, business logic components and services.

Interaction Flow Modeling Language provides you with unique insight into the benefits of engineering web and mobile applications with an agile model driven approach. Concepts are explained through intuitive examples, drawn from real-world applications. The authors accompany you in the voyage from visual specifications of requirements to design and code production. The book distills more than twenty years of practice and provides a mix of methodological principles and concrete and immediately applicable techniques.

- Learn OMG's new IFML standard from the authors of the standard with this approachable reference
- Introduces IFML concepts step-by-step, with many practical examples and an end-to-end case example
- Shows how to integrate IFML with other OMG standards including UML, BPMN, CWM, SoaML and SysML
- Discusses how to map models into code for a variety of web and mobile platforms and includes many useful interface modeling patterns and best practices

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Editorial Review

Review

"...a timely attempt to add value to software engineering process modeling exercises with a specific emphasis on establishing uniformity of the interaction style and usability of the interface...very systematic in approaching the modeling exercise by defining its belief systems... and then binding all these for better user interfaces." --**Computing Reviews, *Interaction Flow Modeling Language***

About the Author

Marco Brambilla is actively researching on methods and tools for model-driven software development, with special focus on web applications, search engines, social networks and crowdsourcing platforms. He is professor of software engineering and researcher at Politecnico di Milano and partner of the spinoff WebRatio, which produces MDD tools based on IFML, UML, and BPMN. He is the principal contributor of the Interaction Flow Modeling Language (IFML). He authored several books, including *Developing Data-Intensive Web Applications* (Morgan Kaufmann, 2002) and *Model-driven Software Engineering in Practice* (Morgan&Claypool, 2012).

Piero Fraternali has researched for twenty years on the methods and tools for improving the development of Web and multi-channel applications. He is the principal investigator of the Web Modeling Language (WebML), which inspired the IFML OMG standard, and co-founder of WebRatio, a company specialized in model-driven tools.

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