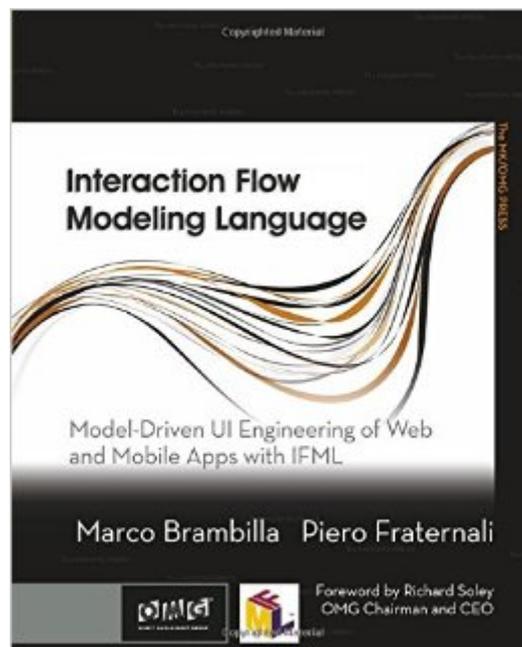# Interaction Flow Modeling Language: Model-Driven UI Engineering Of Web And Mobile Apps With IFML (The MK/OMG Press)

Synopsis

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 OMGâ ™s new IFML standard from the authors of the standard with this approachable referenceIntroduces IFML concepts step-by-step, with many practical examples and an end-to-end case exampleShows how to integrate IFML with other OMG standards including UML, BPMN, CWM, SoaML and SysMLDiscusses how to map models into code for a variety of web and mobile platforms and includes many useful interface modeling patterns and best practices

Book Information

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Customer Reviews

The standard is new-ish and not widely adopted so tooling is poor. Given that I'd have hoped for better discussion of how to use it for now with examples from the most common UML tops like Sparx and MagicDraw and that's lacking, so you have to invent a workable process yourself. I have not made it all the way through but so far the value beyond using what's online is not as high as I'd hoped. WebRatio, the product from the spec authors, has too niche a focus.

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