

USoft Product Information  
USoft Windows Designer



## Usoft Windows Designer Windows Interfaces for Usoft Rules Engines

### Usoft Windows Designer

Usoft Series has rich prototyping features. Defining data model and business rules alone gives you a completely functional application without any need for interface design activities.

From these default prototyping interfaces, Usoft Windows Designer lets you create customized Windows interfaces. This allows you to:

- Give your application identity by creating a distinctive colour scheme, logo integration, standards for prompts and labels and other generic look-and-feel elements.
- Add workflow by creating menus, button sequences and other navigational features related to specific user groups.
- Support frequent end user tasks by making the corresponding interfaces easier to use and more fun.

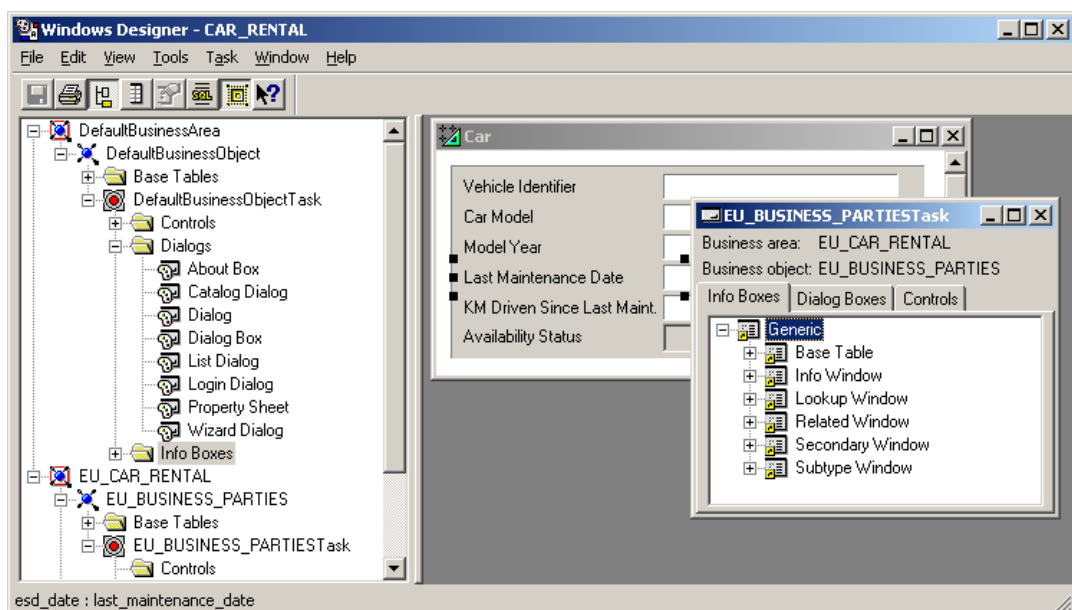
### Rapid, adaptable design

Like other Usoft tools, Usoft Windows Designer concentrates on letting you specify interface properties at the highest level of abstraction. This way you can customize applications very quickly but more importantly, you can also change them easily at a later time.

Usoft Windows Designer achieves this by using sophisticated multiple inheritance mechanisms. If you want to display data with an Ariel font, or if you want a certain button group to appear on each lookup window, you need to specify this only once, and all of the appropriate windows in the system will inherit the new look or behaviour. New elements appearing later will inherit the existing specifications automatically, as appropriate.

### How It Works

Start with a default window. Move fields around, add new buttons, insert text, images or data-bound display elements including ready-made ActiveX controls, and add navigation possibilities or access to batch jobs, reports or third-party components. In short, do anything that helps the end users complete their job better or make their work more interesting or comfortable. Because Usoft consistently separates GUI design from business rule specification, your business rules will be enforced whatever you choose to do to your Windows interface – and outside it!



USoft Windows Designer supports all popular Windows features such as combo boxes, tree views and list views, tab pages, and so on. It also allows developers to attach functionality to interface events. For example, an e-mail message can be sent when a user presses a button, using the current value in some interface field to compose the e-mail message.

The power of the USoft Windows Designer concept is that application structure and business rules are implemented and enforced independently of your GUI design effort, and that GUI design, application structure and business rules can change independently of each other.

#### **Default Interface**

First versions of a USoft application are automatically prototyped from application models. Elements of the application model (tables, columns, subtypes and relationships, but also higher-level elements such as business areas and domains) are the building blocks used to create default prototype interfaces.

These standard interfaces include information windows, lookup windows, related windows, and navigation possibilities between them. They also include interface facilities to query and manipulate application data.

In addition, all business rules are automatically implemented. For example, price calculations are performed, and users can be given an error message when they attempt to enter end dates that are earlier than start dates.

#### **Planning Your Windows Design**

The USoft Windows Designer is not just a tool for painting windows and dialogs but offers many manageability facilities as well:

- High-level application structure information about business areas and business objects is read from the USoft Repository. GUI elements are automatically classified according to these structures.
- When designing GUI elements, it's easy to get lost in look-and-feel details. USoft Windows Designer lets you keep an eye on requirements by declaring the end user tasks that prompted each GUI requirement.
- You can use USoft Windows Designer to export business objects as fully functional partial applications, copy them to a test repository, another project repository, a version control environment, and so on. This includes all levels of functionality: data storage, application structure, business rules and GUI design. The import is implicitly selective: target repositories are automatically protected against data that could logically impair existing dependencies.

#### **Features**

- Full support of Windows user interface standards through native and ActiveX controls.
- Single-point-of-definition GUI specifications at every level of specificity.
- Reversible GUI specifications.
- Uniform GUI style guides.
- Integration with default interfaces based on application structure and business rules.
- Integration with business rules enforcement.
- Independency between business rules and GUI design specifications due to high levels of modularity.
- Drag-and-drop creation of windows, including automatic synchronization of multi-table, parent-child windows, supertype and subtype windows, master and secondary windows.
- Automatic support for tree views, tab pages, grid displays, combo boxes.
- Event triggers.

#### **Usoft Windows Designer in a Nutshell**

- State-of-the-art Windows GUI design toolset.
- *More cost-efficient maintenance* due to single point of definition of user interface behaviour.
- *Automatic coordination of business rules* with user interface. Rules are automatically implemented in the user interface without any programming.
- *Fast prototyping and frequent feedback* to management and future end users because of heavy reliance on default interfaces.
- *Ease of development and maintenance* through excellent manageability features: high-level organization of large applications, end user task orientation, import/export and report facilities.