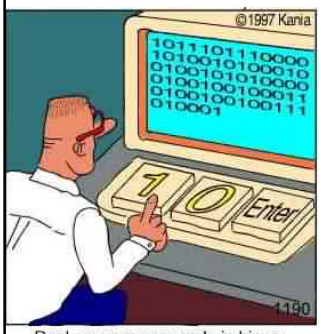


Real programmers code in binary.

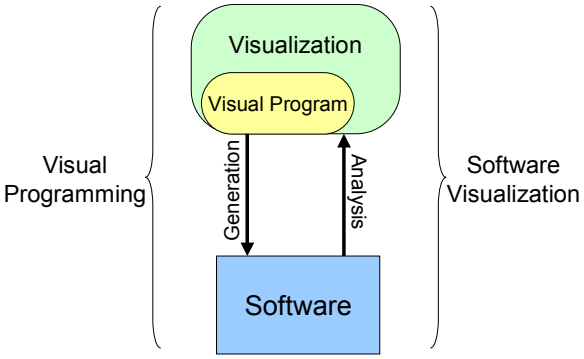
Software Visualization

Visual Programming

Visual Programming

- VP vs. SV
- Examples

VP vs. SV



Syntax of Visual Programs

- Textual programs:
  - Syntax results from the linear order of lexical elements.
- Visual Programs:
  - Syntax results from the graphical and textual elements, their spatial placement and the connection between these elements.

Classification of VP Systems

- Control-Flow based
- Data-Flow based
- Functional
- Object oriented
- Constraint based
- Rule based
- Programming-by-example
- Form based
- Multi-paradigm

Stefan Schiffer, "Visuelle Programmierung“, Addison-Wesley

C^2

Graphical Encapsulation of textual C program code

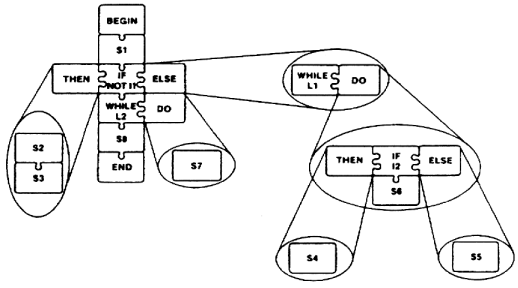
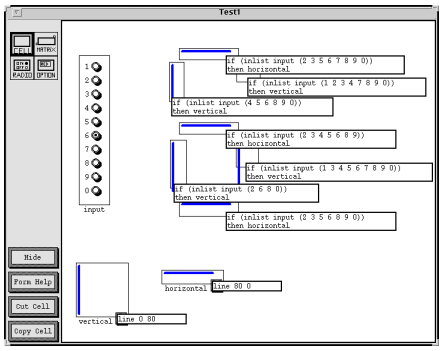


Bild 6-1 Schematische Darstellung eines Programms in der Proc-BLOX-Notation.
Glinert [90-A&I S. 550, Abb. 3]

Form-based VP: Forms/3

- Creation of formulars (GUI) and their semantics
- Widely used subclass: „spreadsheets“
  - Form = table subdivided into cells
  - Each cell contains a value or a calculation rule (formula), i.e. the value of the cell is computed using the values of other
- In Forms/3 no fixed table format
  - Programming = placing and formating of cells + defining the formula for each cell
  - Additional dimension: time
    - Initial Value, Subsequent value
    - Time travel by selecting point of time on time axis
- Spezial Cells:
  - graphical (boxes, circles, lines, glyphs) and interactive (buttons, sliders)

Form-based VP: Forms/3



Constraints-based VP: ThingLab

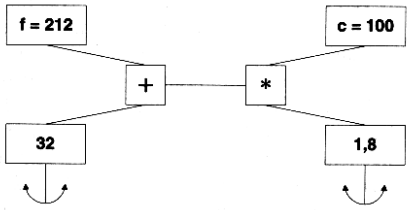
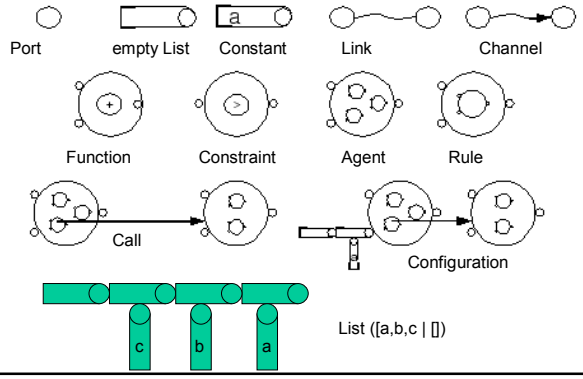


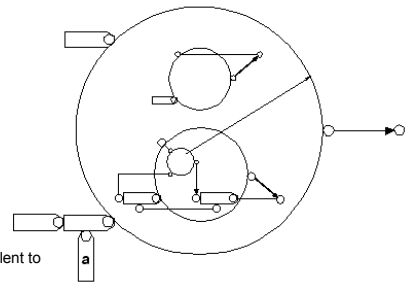
Bild 5-11 Constraints in ThingLab.

Fahrenheit vs. Celsius: f = c * 1,8 + 32 ⇔ c = (f - 32) / 1,8

Concurent Constraint Visual Programming: Pictorial Janus



PJ Example: append([],[a],X)



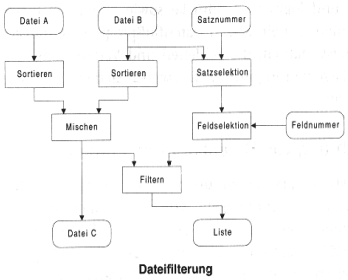
This is roughly equivalent to

append([], X2, X4) :- X4=X2.
append([X4 | X5], X2, X3) :- X3=[X4|X7], append(X5, X2, X7).

together with the call append([],[a],X).

Data-Flow based VP

- Implicit execution order
- Parallel execution of data-independent operations
- No side effects
- No variables



Dateifilterung

LabView

- Laboratory Virtual Instrument Engineering Workbench
- graphical development environment for acquisition, analysis, presenation of measuring data and control of measuring devices
- Virtual instruments = Front Panel + Block Diagram
- Dataflow programming
  - Deviatation: variables, sequences
  - No recursion or even procedural abstraction

GUI — Implementation

LabView

Constants: true | Name | 123

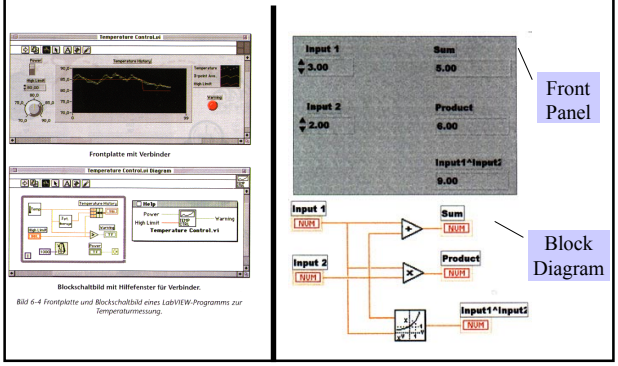
Arithmetics: + ÷ R Q ||| Σ

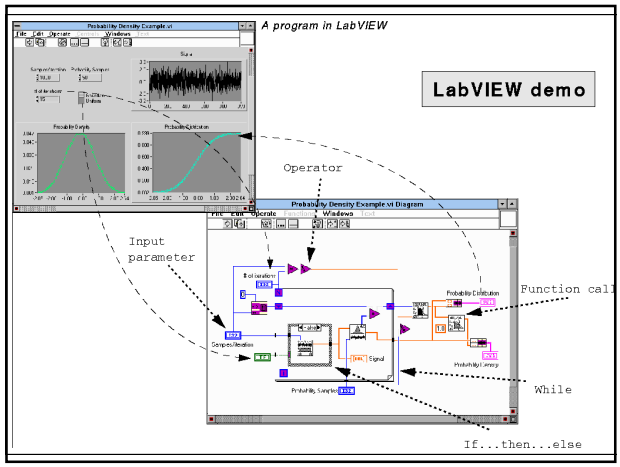
Boolean:

For Loop: value — N — i

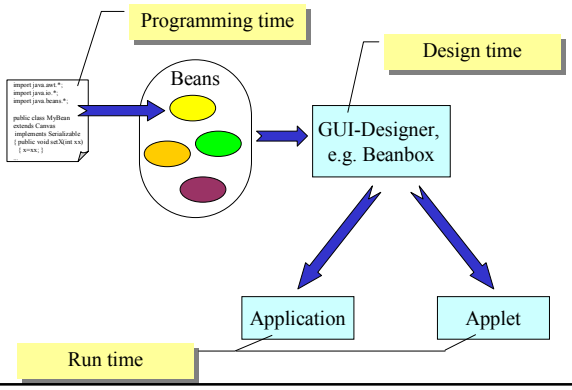
While Loop: Bool — i

Examples

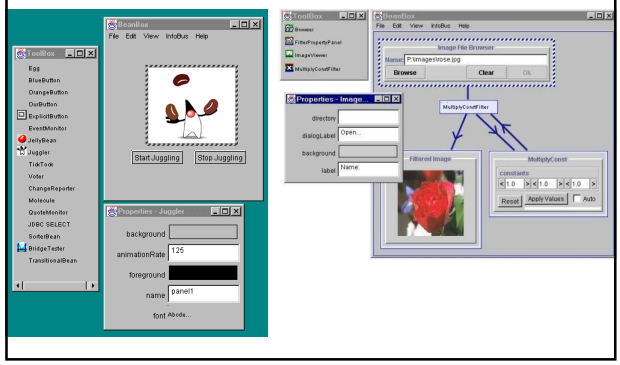


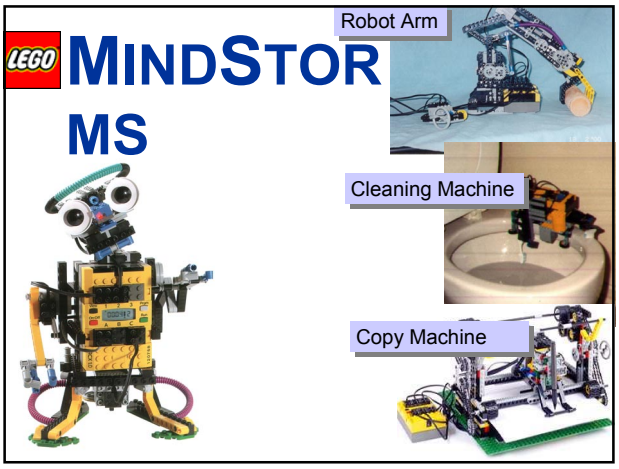


Component-based VP

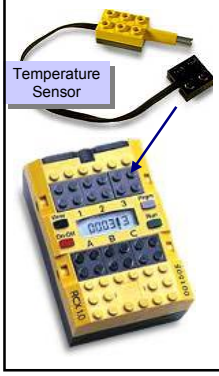


Java BeanBox

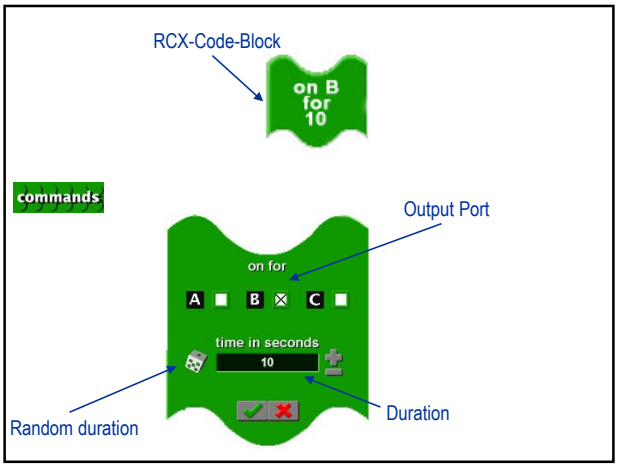


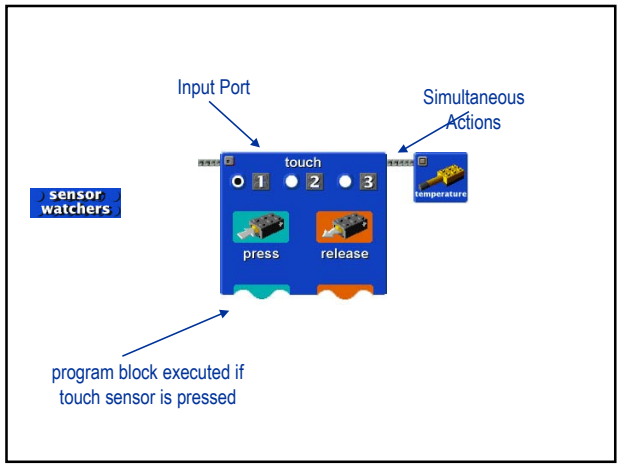


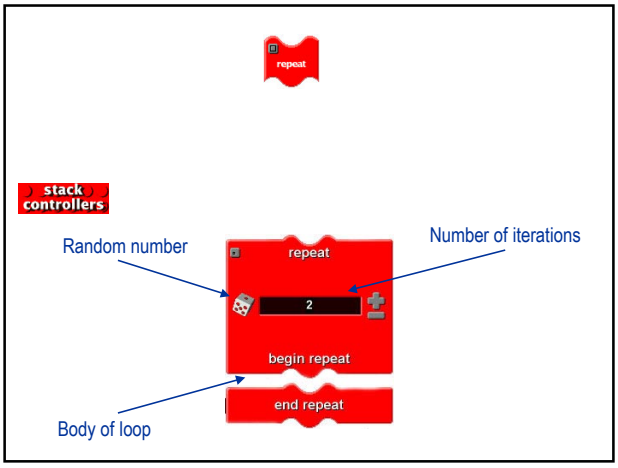
RCX (Robotics Command System)

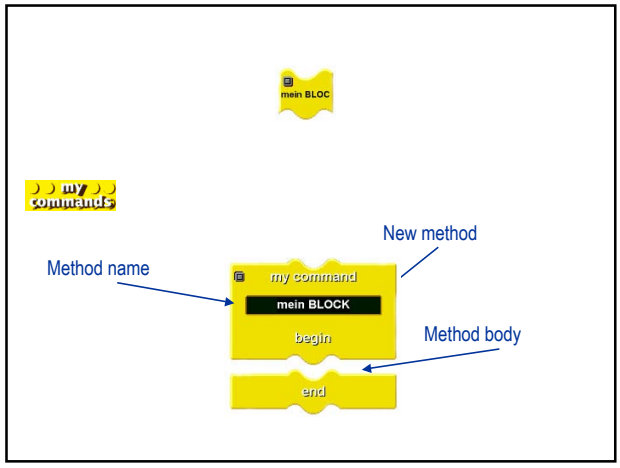


- Programable Lego brick
- Technical Data:
  - 8-Bit Microprocessor
  - 16 K ROM
  - 512 Bytes SRAM (for firmware)
  - 32 K SRAM (for user programs)

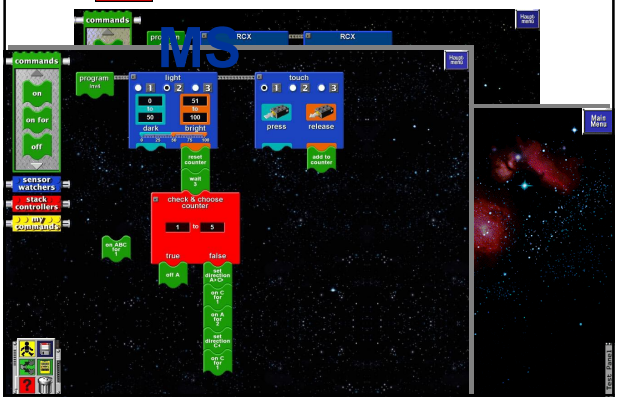








LEGO MINDSTORMS



Programming-by-example: Script Editor

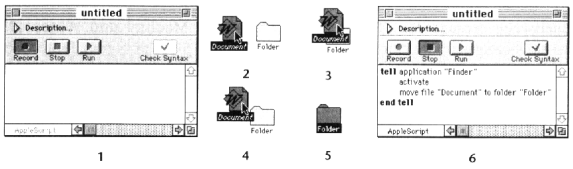


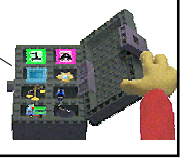
Bild 5-14 Programmierung mit Beispielen mit Script Editor.

ToonTalk
http://www.toontalk.com/

- Animated world where kids can create, execute, debug and even exchange programs.
- Goals:
  - Playful training of intellectual skills
  - Identify problems and divide them into subproblems
  - Solution by combining solutions of the subproblems
  - Abstraction

ToonTalk: Metaphors

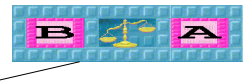
- Object or Process
- The user
- Toolbox
- Precondition
- Method



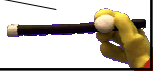
Algorithm
= Actions of the robot

Programming by example

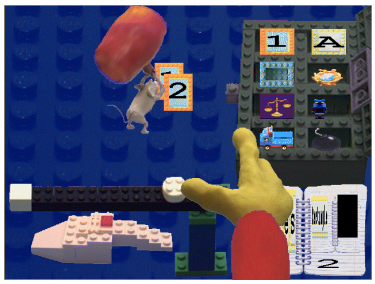
ToonTalk: Metaphors



- Comparison of two variables
- Method Library
- Start process
- Terminate process
- Message
- Channel, Medium
- Receiver
- Copy
- Delete



Demo



Organizational Issues

Presentations for next Week

- Modified Petri Nets as Flowcharts for Recursive Programs (1)
- Software Visualization in the Desert Environment (2)
- Using an Existing Game Engine to facilitate Multi-User SV (1)
- Visualizing OO Software in Virtual Reality (2)
- GSEE: a Generic Software Exploration Environment (2)
- Visualizing Hot Spots in Various Domains (1)

Final Exam (12. February, 14 c.t.)

- Exercises like those you did as homework assignments
- Knowledge questions (have a look at the slides of the lecture)
- Discussion questions (e.g. compare different approaches)