

Tuesday 15 December 1992

09.00 Lecture 4: Visualisation and Concurrent Systems Modelling (wmb)

single agent definitive programming

jugs as case study: from eden interface to scout

attaching a scout interface: how works in principle

modelling activity and exploratory design: chapter 5 (5.2)

rich knowledge representation cf. cad.s

monitors, constraints

the computer model as a single agent environment

designer simulates other agents

making a model as attaching measuring instruments

measuring values in the right context

designing the mouse user's interface

principles behind the VCCS interface and visualisation

independent development of control and presentation aspects

10.00 Demonstration:

Constructing the visual interface with SCOUT and DONALD (sy)

designing the driver interface, putting rooms into windows,

jugs exploratory screen layout design (cf 5.3)

11.00 *Coffee*

11.15 Lecture 5: An introduction to SCOUT (wmb/sy)

SCOUT and the integration of definitive notations for display

management of presentation for graphics

4.3. The Design of SCOUT

12.00 Tutorial and Laboratory:

constructing the electronic cricket scoreboard

01.00 *Lunch*

02.00 Tutorial on the SDE system (sy)

02.45 Tutorial and Laboratory:

the scorebook, scorecard and scoreboard(sbr/sy)

04.00 *Tea*

04.15 Seminar 2a: Programming in the Victorian style (mck)

05.00 Seminar 2b: Programming as Modelling (wmb)

