

# A Simplified MbUID Process to Generate Web Form-based UIs

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**Abstract:** Model-driven development technologies are employed to increase the productivity of software factories. The traditional model-based development of UI requires high-quality human resources with specific skills about concepts and technologies to build applications successfully. The poorly inclusion of model-driven development technologies in computer science and engineering degree curricula in most universities leads to great stress on junior developers that have to adopt this technology in a very short period of time to become productive to the company. This is one of the challenges small companies and start-ups face when adopting this technology. This paper proposes a simplified transformation process that simple UML class models as input to produce Web form-based user interfaces. This process reduces the 2 meta-models and 2 transformation languages required to develop this type of user interfaces using traditional approaches to only one meta-model (UML) and one model-to-model-transformation language (ATL) to generate Web form-based user interfaces. Even though this approach is not as powerful as traditional approaches are, it is good enough to introduce junior developers to get in touch with the technology.

## 1 INTRODUCTION

The development of User Interfaces (UIs) is a costly process along the whole product life cycle. Modern communication network infrastructures (e.g. 4G, 5G, etc.) provide users with high quality Internet access almost anywhere in the world. Technology advances enable vendors to improve domestic devices (e.g. fridges, washing machines, TVs, air conditioning systems, home automation devices, etc.) using different sensors (e.g. humidity, temperature, pressure, etc.) providing them with computing capabilities to become smart when dealing with resources (i.e. energy, water, etc.).

Moreover, these advances enable wearable computing devices (e.g. smartwatches) to monitor user physical activities (e.g. number of steps, running time, etc.). They also enable smartphones to recommend restaurants nearby or pay for the restaurant bill using device capabilities (e.g. GPS and NFC). However, they are not the only sensors included in model devices. They are also equipped with microphones, high quality video and photo cameras, voice recognition, accelerometers, digital compasses, GPS, NFC, etc.

Consequently, new interaction techniques are emerging to exploit this technology (i.e. movement-based, vocal, gestural, etc.) resulting in additional requirements (Petrasch, 2007). While these techniques improve user interaction; they increase the complexity of UI development. In addition, the market diversity on software platforms supporting these technologies evolve quickly leading to re-writing the same UI for different technologies.

A Model-driven Architecture (MDA) is a software development framework standard that was originally defined by the Object Management Group (OMG) in 2001 to propose an approach to deal with the continuous evolution of software technology for software companies that re-write software applications to adapt them to technology advances.

The solution is based on the definition of models that capture the application functionality while avoiding its implementation details. This representation of the application is then bound to different software platforms to generate the same application using different technologies.

The Cameleon Reference Framework CRF defined in (Calvary et al., 2001) and extended in (Cal-

vary et al., 2002) and (Calvary et al., 2003) is a widely accepted reference in the Human-Computer Interaction (HCI) engineering community for structuring and classifying model-based development processes of UIs supporting multiple contexts of use.

The Interaction Flow Modeling Language (IFML)(Brambilla and Fraternali, 2014) is the OMG standard to model UIs inspired by the WebML notation among many others.

Both approaches require non-trivial skills on meta-modeling, model transformations, and programming language in different paradigms. This level of skills is not present on junior developers graduated from universities that poorly include model-based development on the computer science and engineering degree curricula. And this is key issue in the lack of adoption of model-based development technology in small companies or start-ups.

To overcome this challenge, this article proposes a simplified transformation process to generate basic XHTML Web forms from plain UML Class models using a single model-to-model transformation.

This process is described in the following sections. Next section introduces main concepts regarding the MDA principles and their relation to the development of UIs. Then, Section 3 presents the proposed simplified transformation process to generate Web form-based UIs from plain UML class models. Finally, Section 4 presents conclusions and future works.

## 2 MDA PRINCIPLES AND USER INTERFACES

The Model-driven Architecture (MDA)(OMG, 2014) is a software development framework that was originally defined by the Object Management Group (OMG) in 2001. It proposes an approach to deal with the continuous evolution of software technology that leads software companies to re-write applications to adopt these technologies.

This approach consists in the separation of system functionality specification from technology implementation details.

Traditionally, MDAs define 3 layers of models: The Computational Independent Model (CIM), the Platform Independent Model (PIM), and the Platform Specific Model (PSM).

The CIM provides the highest level of abstraction point of view of a system. It describes what the system is expected to do without exposing how to achieve it. It specifies the system environment and requirements using the application domain specific vocabu-

lary. Usually, models defined in this layer of abstraction help developers to communicate with users by defining a common language.

The PIM presents a lower level of abstraction point of view of the system to be developed compared to a CIM because it describes the system functionality avoiding implementation details. Decoupling the system functionality specification from the supporting platform enables developers to reuse the information contained in a PIM in different software platforms achieving the interoperability at design time. The interoperability at design time leverages the software abstraction and reuse enabling developers to delay technology related decisions to the last minute minimizing the impact of technology changes in the development process.

The PSM presents a lower level of abstraction point of view of the system compared to a PIM because it is the result of binding a PIM to a specific software platform in order to obtain the complete specification of a system for a concrete software platform. As result of this software specification, developers obtain enough information to generate the application source code, which is often referred as the Implementation Specific Model (ISM) of the application.

The MDA model specifications are written in Domain Specific Languages (DSL) defined by meta-models capturing different application concerns. The OMG defines the Meta-object Facility (MOF)(OMG, 2003) as a meta-meta-model to define meta-models that define a DSL abstract syntax. The specification of a meta-meta-model to build meta-models enables developers to create model transformations. The transformation of MDA models laying in the same, or different layers of abstraction, is specified in terms of transformation functions that can be automatically applied to a set of source models to generate target models.

Transformation functions are defined by sets of transformation rules that map elements of source meta-models into elements of target meta-models. Thus, transformation functions can be applied to source models conforming to source meta-models in order to generate target models conforming target meta-models. Model transformations can also generate source code because application source codes are considered ISMs. Unlike model-to-model transformations (M2M), transformation generating ISMs are also known as model-to-text transformations (M2T).

Capturing model transformation design decisions in transformation functions enable developers to apply them to different models reducing the development and maintenance costs.

## 2.1 Benefits of MDA

The following paragraphs expose the most relevant benefits of adopting an MDA approach to develop UIs.

First, the software platform independence through the use of PIMs enables software specifications that are more resistant to technology changes.

The use of meta-models to define DSLs facilitates the communication among people from different domains providing formal definition of vocabulary in different domains as well as the translation among them using model transformations. They also enables developers to perform model validations before generating application source codes. Model validations improve the application reliability reducing potential errors in the implementation at early stages in the development process.

The use of model transformations reduces the gap between software implementation and documentation because both, implementation and documentation, can be derived from models. Platform independence, meta-model definitions and model transformations enable the interoperability at design time which delays technology decisions to the last minute reducing its impact on the software development process. The adoption of OMG standards, such as the XML Model Interchange format (XMI) (OMG, 2005) to manipulate models information facilitates the model integration with third party tools and models.

The use of a multi-layer architecture representing levels of abstraction and the definition of model transformation enables developers to propagate changes through the architecture until they reach the ISM (source code) almost automatically reducing maintenance costs. It also reduces the divergence among different implementations also reducing maintenance costs while improving software reliability.

## 2.2 The CAMELEON Reference Framework

As we have mentioned in Section 1, different frameworks have been conceptually defined to capture the development process of UIs (Meixner et al., 2014). An overview of the evolution of the Model-based User Interface Development (MbUID) is presented in (Meixner et al., 2011).

The CAMELEON Reference Framework (CRF) (Calvary et al., 2003) presents an explicit set of models and meta-models jointly with their relationships to represent the different perspectives of the UI taking into account multiple contexts of use. The Figure 1 depicts a simplified version of the CRF mappings and

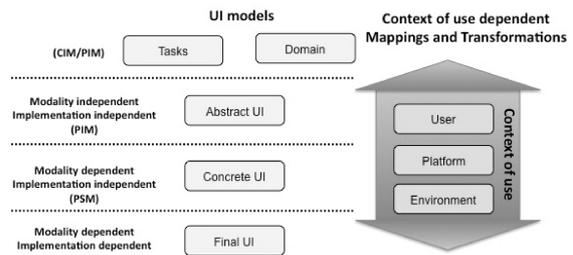


Figure 1: A simplified version of the CRF mappings and transformations between levels of abstraction depending on the context of use (Meixner et al., 2014).

transformations between levels of abstraction depending on the context of use (Meixner et al., 2014).

The Task and Domain models correspond to the hierarchies of tasks that need to be performed on/with domain objects (or domain concepts) in a specific temporal logical order for achieving users' goals during the interaction with the user interface. Using the wording of the OMG MDA specification (OMG, 2014) in the Software Engineering field, the Task and Domain level is either a Computation Independent Model (CIM) or a Platform Independent Model (PIM).

The Abstract User Interface (AUI) model expresses the user interface in terms of Abstract Interaction Units (AIU) or Abstract Interaction Objects (AIOs) (Vanderdonck and Bodart, 1993) as well as the relationships among them. These AIUs are independent of any implementation technology or modality (e.g., graphical, vocal, gestural). They can be grouped to map logically connected tasks or domain objects. From the MDA perspective, AUI models are Platform Independent Models (PIM).

The Concrete User Interface (CUI) model expresses the user interface in terms of Concrete Interaction Units (CIU) or Concrete Interaction Objects (CIOs) (Vanderdonck and Bodart, 1993). These CIUs are modality-dependent, though their implementation is technology independent. From the MDA point of view, CUI models are Platform Specific Models (PSMs). The CUI concretely defines how the user interface is perceived and manipulated by end users.

The Final User Interface (FUI) model expresses the user interface in terms of implementation technology dependent source code. A FUI can be represented in any user interface programming language (e.g., Java UI toolkit) or mark-up language (e.g., HTML) that can be compiled or interpreted. From the MDA perspective, FUI models are Implementation Specific Models (ISM).

### 2.3 The Information Flow Modeling Language

The Information Flow Modeling Language (IFML) is a language specified by the OMG to describe interaction flow models to represent front-end user-application interactions.

The IFML specification(OMG, 2015a) consists in the IFML meta-model described in MOF(OMG, 2003), the IFML UML Profile(OMG, 2015b), a visual syntax defined through the Diagram Definition and the Diagram Interchange specifications, and the IFML XMI(OMG, 2005) model exchange format. The IFML defines extensions to support different technologies. For instance, the extension presented in (Brambilla et al., 2014) enables the specification of Mobile Applications Front Ends.

The rest of this section presents a brief description of IFML extracted from (Blanckaert, 2015).

The *IFMLModel* is the top-level container of all the model elements. It contains the *InteractionFlowModel*, the *DomainModel* and can optionally contain *ViewPoints*.

The *DomainModel* is a UML class diagram which describes the content available to the interaction flow model. The elements of the *DomainModel* can be referenced inside the *InteractionFlowModel*.

The *ViewPoints* are selections of elements of the *InteractionFlowModel* that compose one specific functional aspect of the application.

The *InteractionFlowModel* forms the core of an *InteractionFlowModel*. Inside this model, the elements of the *DomainModel* can be referenced by means of *ContentBindings*.

The following paragraphs describe the *InteractionFlowModel* components based on the IFML specification document(Brambilla and Fraternali, 2014).

The *ViewContainer* is a UI element which contains other elements (i.e. other *ViewContainers* or *ViewComponents*). It can group elements that can be accessed by the user at the same time or grouping elements which the user can only access alternatively.

The *ViewComponent* is a UI element that is contained in a *ViewContainer*. It can present content to the user and/or allows for interaction.

The *ViewComponentPart* is an element that can only reside in a *ViewComponent* providing more in-depth interaction details of a view component.

While an *Event* is the result of an interaction performed by the user through the UI or by the application itself; an *Action* is an operation performed by the application behind the scenes. *Actions* are triggered by events.

An *InteractionFlow* carries *Parameters* between

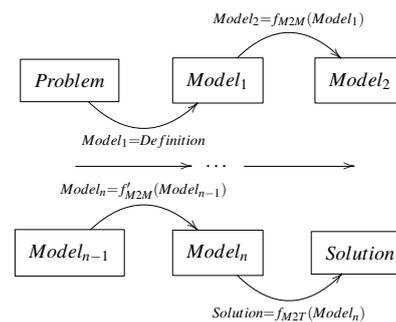


Figure 2: MDA development process transformation chain.

elements in the IFML model, upon the occurrence of an *Event*. The *Parameters* sent in the outgoing side of the flow are used as input *Parameters* for the element at the incoming side of the flow. There are two kinds of interaction flows: *NavigationFlows* and *DataFlows*. While the *DataFlows* are only used to carry *parameters* among model elements; the *NavigationFlows* also navigate the user to the element at the arriving side of the flow.

A *Parameter* is a variable that can be passed around by flows. It can be held by any *InteractionFlowModel* element which can have in-coming or out-going flows. A *ParameterBinding* is the association of input and output parameters of a flow. And a *ParameterBindingGroup* groups several *ParameterBinding* which are associated to the same flow.

An *ActivationExpression* is a Boolean expression, possibly using *Parameters*, which enables or disables an element of the *InteractionFlowModel*, depending on whether it respectively evaluates either to true or false. On the other hand, an *InteractionFlowExpression* is an expression that selects the interaction flows that have to be followed.

A *Module* is an element that abstracts a piece of an interaction flow model to improve model readability, reusability and maintainability.

Finally, a *Port* is an element belonging to a module, which allows to input or output interaction flows and *Parameters* to and from the *Module* using an *InputPort* or an *OutputPort* respectively.

### 2.4 Analyzing the MbUID Process

The Fig. 2 summarizes the traditional MDA development process where developers start with the definition of a PIM (e.g. *Model1*) representing a *Problem*.

Then, they apply in turn model-to-model (M2M) transformation functions (e.g. *f<sub>M2M</sub>*, *f'<sub>M2M</sub>*, etc.) to obtain refined models of the application (e.g. *Model2*, ..., *Model<sub>n-1</sub>*) building a transformation chain until they reach a PSM (e.g. *Model<sub>n</sub>*) that is transformed into an ISM or the *Solution* source code

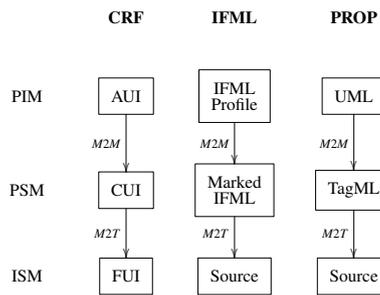


Figure 3: Transformation process comparison.

using a model-to-text ( $M2T$ ) transformation function ( $f_{M2T}$ ). Transitions between models are usually enriched with mark models (Mellor, 2004) to add extra information to models while keeping model reusability levels. The application of this process in a MbUID scenario where the CRF and IFML approaches are compared can be seen on the second and third column of the Fig. 3.

In a CRF modeling scenario, an AUI model plays the role of a PIM and a CUI (or Marked CUI) plays the role of PSM. On the other hand, in an IFML modeling scenario, a model following the IFML Profile model plays the role of PIM and a Marked IFML Profile model plays the role of PSM.

Both approaches are very powerful due to reusability, flexibility, extensibility and maintainability; however, there is a set of skills that are required to generate even simple Web form-based UIs in XHTML. For instance, developers have to learn a PIM meta-model (the AUI or the IFML Profile). They also have to learn how to use marking models in order to generate PSMs (e.g. Marked CUI or Marked IFML Profile) using a M2M transformation language that they have to learn too. Finally, they have to learn a M2T transformation language to generate the application source code.

Therefore, junior developers have to learn at least 2 meta-models and 2 transformation model languages to generate even simple Web form-based UIs using any approach.

As we have mentioned, it is an important issue for junior developers graduated from universities that include the model-based development subject in the academic curricula of computing science and engineering degrees as an elective subject, or do not include it at all. Consequently, these developers lack the fundamental concepts about meta-modeling, model transformations, and so on. These concepts are not easy to acquire due to the following reasons:

The first reason is the abstraction gap between the model and meta-model concepts no matter the mechanism used to create them (MOF or UML Profiles). The second reason is the number of transfor-

mation languages following different programming paradigms developers have to learn to define model transformations. While M2T transformation languages usually follow an archetype-based programming paradigm (e.g. Acceleo (Eclipse Foundation, 2016a)); M2M transformation paradigms follow a declarative programming paradigm (e.g. ATL (Eclipse Foundation, 2016b)). These reasons increase the stress of junior developers because they have to acquire lots of skills in a short period of time to become productive for the company. Consequently, it discourages small companies and start-ups the adoption of model-based UI development technologies.

To overcome this situation we propose the simplification of the development process presented in Section 3 to generate simple Web form-based UIs.

### 3 THE DEVELOPMENT PROCESS SIMPLIFICATION

This section proposes a simplification of the development process when generating Web form-based UIs. The fourth column of the Fig. 3 depicts this approach where developers start building a UML class model representing the application domain model. This model also plays the role of PIM of the UI; therefore, developers use this model as the input model M2M transformation that generates the PSM of the UI. This PSM conforms to the TagML meta-model which captures the characteristics of XML documents. Models conforming this meta-model are used to generate the XHTML source code of Web form-based UIs using a M2T transformation.

From the technological perspective, developers create UML class models using any tool that complies to the UML specification (OMG, 2015b) defined by the OMG standards; for instance, Papyrus. Then, they apply a M2M transformation function to generate the PSM conforming the TagML meta-model described in (Tesoriero, 2017). Finally, they apply the M2T transformation function described in Section 3 using the TagML PSM to generate the XML files defining the Web form-based documents in XHTML.

The UML class models are familiar to junior developers because they are included as part of most computing science and engineering degree curricula. Besides, the CRF and the IFML approaches use UML class models to represent application domain model concepts; therefore, developers have experience on class modeling in UML not requiring the study on an extra PIM meta-model. Regarding the M2M transformation, this proposal defines a M2M transformation to generate TagML models representing Web form-

based UIs as XHTML documents. Therefore, developers need to study a M2M transformation language and the TagML meta-model only if the M2M transformation requires an extension. The proposed PSM meta-model to generate Web form-based UIs is TagML is presented (Tesoriero, 2017). This meta-model enables the definition of models representing XML documents. These representations are used as input models of the M2T transformation exposed in Section 3 that generates files containing XML documents. Thus, developers do not require the study of a M2T transformation language to generate XML based UIs (e.g. XHTML Web form-based UIs).

### 3.1 The UML Class to TagML Model Transformation

The definition of the M2M transformation function in ATL (Eclipse Foundation, 2016b) that converts UML class models into TagML models representing Web forms-based UIs XML documents. The *ModelRule* generates a *TagMLModel* instance for each instance of *Model* instance. It associates the collection of the Web form-based UI XML documents a *Model* instance represents. The *ClassRule* generates a *TagMLDocument* instance for each instance of *Class* describing a Web page containing two sections. The first section defines a table to access and edit all *Class* instances the *TagMLDocument* instance represents. It enables users to access the information of single instances through the second section which defines a form to edit the set of properties of a *Class* instance. These sections are created using the *CreateTable* and *CreateForm* lazy rules which collect the information generated by the *PropertyRule* matched sub-rules. The *PropertyRule* sub-rules are structured to generate controls depending on *Property*s state. The *PropertyRule* defined two sub-types of rules: The *PropertyNotAssociationRule* and the *PropertyAssociationRule* rules. While the first one generates controls to manipulate attributes; the second one generates controls to manipulate associations. The guards for each rule in OCL are `property.association.oclIsUndefined()` and `not property.association.oclIsUndefined()` respectively. The *PropertyNotAssociationRule* rules create fields in the document to manipulate *Class* attributes. It defines two sub-rules: The *PropertyNotAssociationSingleRule* and the *PropertyNotAssociationManyRule* rules that are guarded by the `property.upper = 1`; and the `property.upper > 1`; OCL expressions respectively. The *PropertyNotAssociationSingleRule* rules generate form input fields for single-valued instances. Different

sub-rules (i.e. *PropertyNotAssociationSingleTextRule*, *PropertyNotAssociationSingleIntegerRule*, *PropertyNotAssociationSingleCurrencyRule*, and *PropertyNotAssociationSingleDateRule*) are defined for each type of *Property* (i.e. *Text*, *Integer*, *Currency*, and *Date*). The *PropertyNotAssociationSingleMiscRule* rule defines a `TEXT` input field for the remaining types. The *PropertyNotAssociationManyRule* rules generate form input fields, lists (including a `SELECT` tag with nested `OPTION` tags), and controls (i.e. Add and Remove buttons) to manipulate multi-valued *Property* instances. Different sub-rules (i.e. *emphPropertyNotAssociationManyTextRule*, *PropertyNotAssociationManyIntegerRule*, *PropertyNotAssociationManyCurrencyRule*, and *PropertyNotAssociationManyDateRule*) are defined for each type of *Property* (i.e. *Text*, *Integer*, *Currency*, and *Date*). The *PropertyNotAssociationManyMiscRule* rule define a `TEXT` input field for the remaining types. The *PropertyAssociationRule* rules provide controls to manipulate target *Class* instance properties. It defines two sub-rules: The *PropertyAssociationNotCompositeRule* and the *PropertyAssociationCompositeRule* rules which are guarded by `not umlProperty.isComposite` and `umlProperty.isComposite` OCL expressions respectively. The *PropertyAssociationNotCompositeRule* rule defines two sub-rules: the *PropertyAssociationNotCompositeSingleRule* (i.e. in OCL) and the *PropertyAssociationNotCompositeManyRule* to deal *Property* cardinality. While single-valued *Property* instances are guarded by the `property.upper = 1`; OCL expression; multi-valued *emphProperty* instances are guarded by the `property.upper > 1`; OCL expression. The *PropertyAssociationNotCompositeSingleRule* rule generates a combo-box (a `SELECT` tag with nested `OPTION` tags) to select an instance of the target *Property* instance. The *PropertyAssociationNotCompositeManyRule* rule generates two lists (including a `SELECT` tag with nested `OPTION` tags) and controls to add and remove elements (i.e. `BUTTON` tags). The *PropertyAssociationCompositeRule* rule defines two sub-rules: the *PropertyAssociationCompositeSingleRule* and the *PropertyAssociationCompositeManyRule* to deal with on the *Property* cardinality. While single-valued *Property* instances are guarded by the `property.upper = 1`; OCL expression; multi-valued *emphProperty* instances are guarded by the `property.upper > 1`; OCL expression. The *PropertyAssociationCompositeSingleRule* rule generates controls (including a `BUTTON` tag) to access the section to edit a single *Class* instance. On the other hand, the *PropertyAssociationCompositeManyRule*

rule generates controls (including a `BUTTON` tag) to access the section that provides access to the list of *Class* instances.

### 3.2 The TagML to XML Model Transformation

The TagML to XML M2T transformation consists in 9 simple rules that are defined in Aceleo (Eclipse Foundation, 2016a). The *generateElement(aTagMLModel : TagMLModel)* iterates over all *TagMLDocument* instances calling the *generate(aTagMLDocument : TagMLDocument)* rule to generate all model files. The *generate(aTagMLDocument : TagMLDocument)* generates a file for each *TagMLDocument* instance. The file name corresponds to the *TagMLDocument* instance *name* property. This rule iterates over the collection of *TagMLContent* content collection calling the *generate(aTagMLContent : TagMLContent)* rule to generate document contents. The *generate(aTagMLContent : TagMLContent)* rule is overridden by 4 rules. The *generate(aTagMLText : TagMLText)* rule generates plain text defined by the *text* property of *TagMLText*. The *generate(aTagMLComment : TagMLComment)* rule generates an XML comment with the content defined by the *text* property of a *TagMLComment*. The remaining two rules generate XML tags. The *generate(aTagMLTag : TagMLTag)* guarded by the `self.contents->notEmpty()` OCL expression generates tags that contains other tags (i.e. nested tags). On the other hand, *generate(aTagMLTag : TagMLTag)* guarded by the `self.contents->isEmpty()` OCL expression generates tags that does not contain any other tags (i.e. empty tags). Both rules also generate XML attributes iterating over the *attributes* collection and calling the *generate(aTagMLAttribute : TagMLAttribute)* rule.

The Fig. 4 illustrates the proposed simplified transformation process which defines the most relevant transformation patterns between *Class1* and *Class2* based on the following class property characteristics: non-association (single-valued and multi-valued), association composition (single-valued and multi-valued) and association not composition (single-valued and multi-valued).

The results of applying the M2M transformation and the M2M transformation to the model depicted in Fig. 4 are two files (*class1.html* and *class2.html*) located in the *tagml-concepts* folder. The Fig. 5 (left) and Fig. 5 (right) show the table and form UI sections defined in the *class1.html* file. On the other hand, the Fig. 6 (left) and Fig. 6 (right)

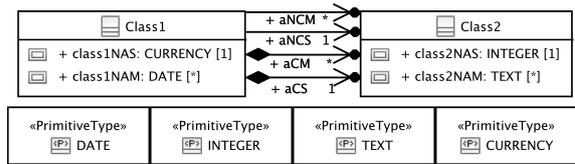


Figure 4: Model representing different transformation patterns.

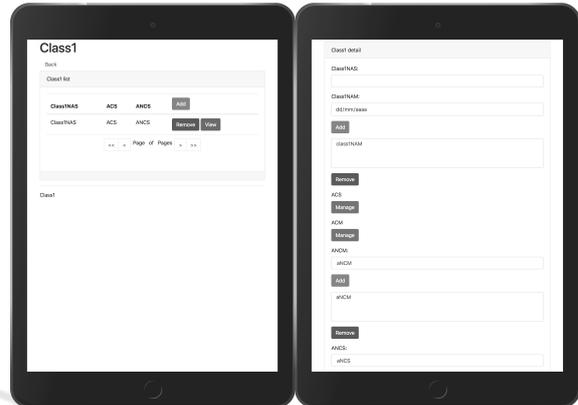


Figure 5: Generated Class1 UI.

show the table and form UI sections defined in the *class2.html* file. The UI depicted in Fig. 5 (left) defines a table containing the fields representing the single-valued properties to identify *Class1* instances. It also provides controls to access *Class1* instances through the Add and View buttons. On the other hand, the UI depicted in Fig. 5 (right) defines a form to edit *Class1* properties. The *Class1NAS* input field enables users to edit the *class1NAS* non-association single-valued attribute. The *Class1NAM* input field, list, Add and Remove buttons enable users to add/remove the elements to/from the *class1NAM* non-association multi-valued attribute. The *ACS* Manage button navigates to the *Class2* form UI (see on the right of Fig. 6) to edit the properties of the *aCS* single-valued composition association. The *ACM* Manage button navigates to the *Class2* table UI (see on the left of Fig. 6) to add/remove the elements to/from the *aCM* multi-valued composition association. The *ANCM* combo-box, list, Add and Remove buttons enable users to add/remove the instances of *Class2* to/from the *aNCM* non-composition multi-valued association. The *ANCS* combo-box enables users to set the instance of *Class2* to the *aNCS* non-composition single-valued association.

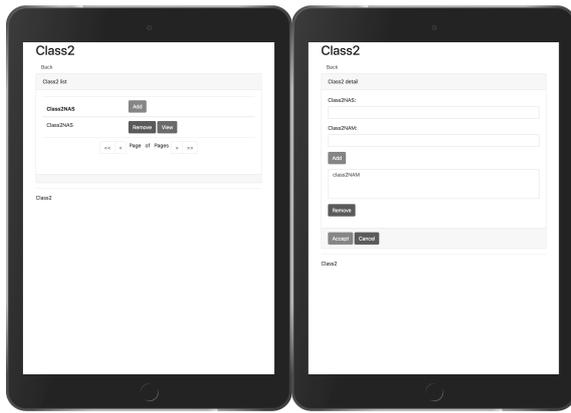


Figure 6: Generated Class2 UI.

## 4 CONCLUSIONS

Due to the lack of the inclusion of basic concepts regarding the model-based development in computer science and engineering degree curricula, junior developers are overwhelmed with new concepts and technologies when dealing with them in the professional field.

To reduce this gap, we proposed a simplified transformation process for junior developers that turns plain UML Class models into HTML Web forms using a single model-to-model transformation.

The UML is a really popular language in the academic environment and it is part of most computer science and engineering degrees. Both, the CRF and the IFML use UML class models to represent application domain model concepts; therefore, developers should have experience on class modeling in UML. Thus, developers only have to learn the subset of UML meta-model concepts related to UML class models, a model-to-model transformation language (ATL(Eclipse Foundation, 2016b)) to customize transformations, and the simple TagML; instead of learning a language for the PIM (AUI or IFML profile), a language for the PSM (CUI or Marks for IFML profile), a M2M transformation language (e.g. ATL) and a M2T transformation language (e.g. Acceleo(Eclipse Foundation, 2016a) ).

Even though this approach is not as powerful as traditional approaches, it is good enough to introduce junior developers to get in touch with the technology. As future works, we plan to conduct a user evaluation to determine the learning curve in model-based development of UIs when using this approach as a starting point. We also plan to introduce new rules to cover other UML class model patterns in order to generate richer UIs.

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