Expressing Interactivity with States & Constraints

Mon, Aug 5 2013
1pm, GHC 4405
...also, there will be food

Programming interactive graphical-user interfaces (GUIs) is notoriously difficult. The event-callback model adopted by most GUI programming frameworks often results in convoluted and error-prone code. I will present a new set of programming primitives for specifying the interactive behaviors that define a GUI's behavior. These primitives combine state machines and constraints as a clearer way to describe interactive behaviors.

I will present two tools that use these primitives: a JavaScript library for experienced developers, and an interactive visual editor intended for end-user programmers. I will also propose a series of evaluations and extensions of the interactive editor.

http://thesis.from.so/

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