Tablet PC Group

**PRAGMA ALPHA**

Programmer's Advanced Graphical Management Application
At Last, PHinally A release

**Abstract** -

In this release, PRAGMA will be able to create a basic program framework from simple drawings grouped together as well as reversing the process and creating a drawing of a program's framework.

**Details** -

1. **Recognition of Objects**
   Starting by allowing the user to draw an object and having it represented accurately by the program. Create a structure to define an object, to allow us to easily create a set of basic objects, and allow the user to create objects as they desire. Allow modification of object properties (e.g. Name, values, etc.) in some manner. Discussion on this later.

2. **Grouping of Objects**
   Allow a series of objects to be grouped together into a more global structure, such as a function or a class. Allow modification of this group's properties, such as name, type, etc.

3. **Grouping of Groups**
   Letting a group contain other groups so that an object oriented framework can be generated. Examples include class containing functions and variables, or namespace containing classes.

4. **Relations between objects**
   From simple arrows, allow some sort of relationship to exist between variables and functions. Examples include specifying return type and inputs based on arrows entering leaving a function group.

   Having a higher-level data structure that is inherited by functions, classes and variables will allow for easy containment.

**Where we're going from here** -

After we have the ability to create this framework, we can continue to expand on this project by beginning to specify actions and more relationships between variables/classes/etc.. This will allow us to
dynamically ‘program’ through the use of abstract symbols and simple relationships.