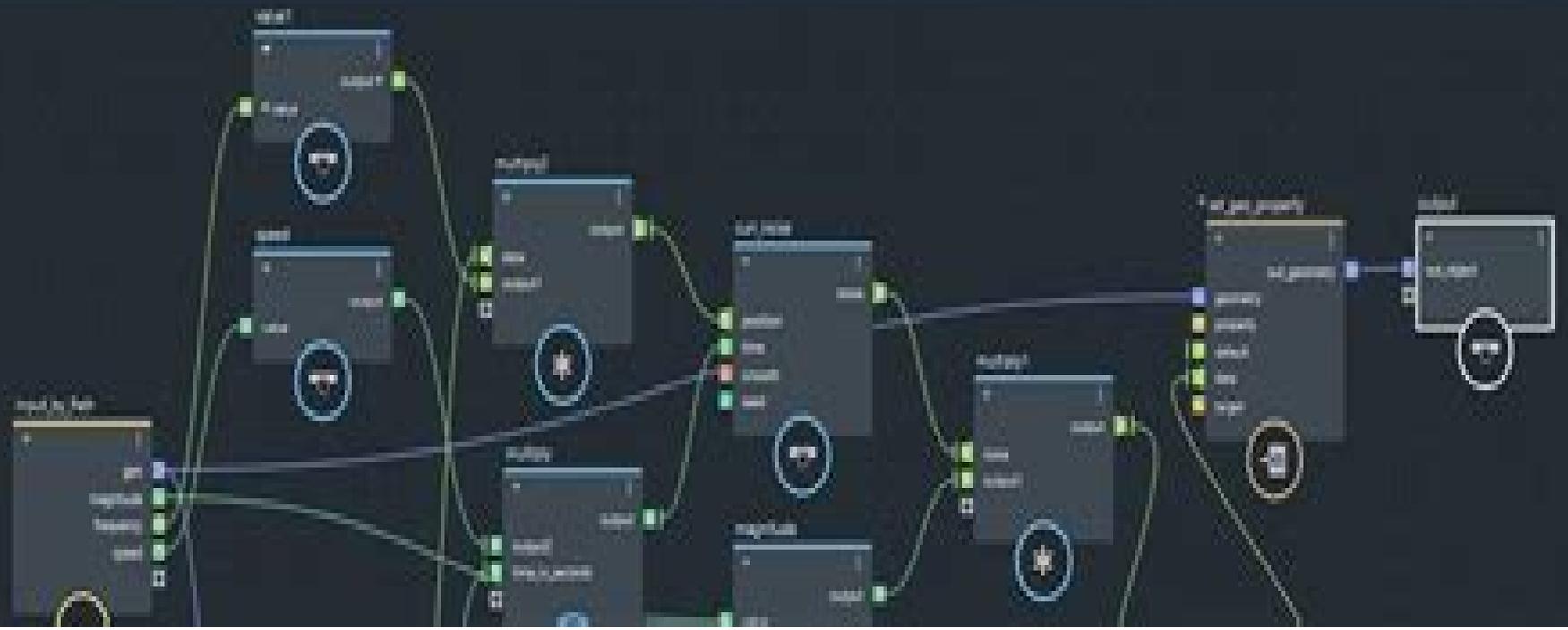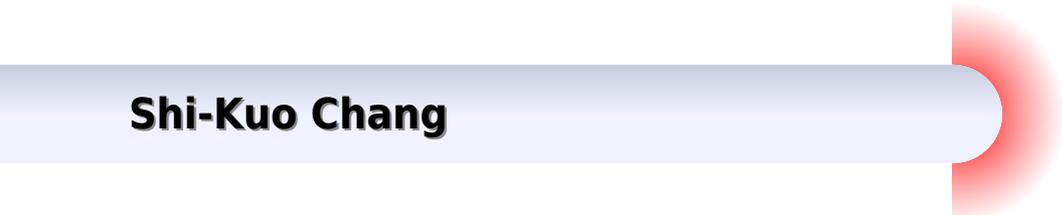# What is Visual Programming?

Visual Languages And Visual Programming

Shi-Kuo Chang

Visual Languages And Visual Programming:

 Visual Languages and Visual Programming Shi-Kuo Chang,1990-06-30   **Visual Programming** Nan C. Shu,1988 This pioneering guide shows how to use graphics to program computers train programmers enhance human computer communications and improve productivity Visual Programming is sure to be a welcome title for computer book consumers

 Visual Languages and Applications Tadeo Ichikawa,Erland Jungert,Robert R. Korfhage,2013-11-11 The interface between the user of a computer based information system and the system itself has been evolving at a rapid rate The use of a video screen with its color and graphics capabilities has been one factor in this evolution The development of light pens mice and other screen image manipulation devices has been another With these capabilities has come a natural desire to find more effective ways to make use of them In particular much work has gone into the development of interface systems that add visual elements such as icons and graphics to text The desire to use these visual elements effectively in communication between the user and the system has resulted in a healthy competition of ideas and discussion of the principles governing the development and use of such elements The present volume chronicles some of the more significant ideas that have recently been presented The first volume in this series on the subject Visual Languages Chang Ichikawa and Ligomenides eds Plenum 1986 covered work done in the early days of the field of visual languages Here we represent ideas that have grown out of that early work arranged in six sections Theory Design Systems Visual Programming Algorithm Animation Simulation Animation and Applications I THEORY Fundamental to the concept of visual languages is the convIctIOn that diagrams and other visual representations can aid understanding and communication of ideas We begin this volume with a chapter by Fanya S   Visual Languages Shi-Kuo Chang,2012-12-06 This book is intended as both an introduction to the state of the art in visual languages as well as an exposition of the frontiers of research in advanced visual languages It is for computer scientists computer engi neers information scientists application programmers and technical managers responsible for software development projects who are inter ested in the methodology and manifold applications of visual languages and visual programming The contents of this book are drawn from invited papers as well as selected papers from two workshops the 1985 IEEE Workshop on Lan guages for Automation Cognitive Aspects in Information Processing which was held in Mallorca Spain June 28 30 1985 and the 1984 IEEE Workshop on Visual Languages which was held in Hiroshima Japan December 7 9 1984 Panos Ligomenides and I organized the technical program of LFA 85 and Tadao Ichikawa and I organized the techni cal program of VL 84 Both workshops have now become successful annual events in their own right The intersecting area of visual languages and visual programming especially has become a fascinating new research area It is hoped that this book will focus the reader s attention on some of the interesting research issues as well as the potential for future applications After reading this book the reader will undoubtedly get an impression that visual languages and the concept of generalized icons can be studied fruitfully from many different perspectives including computer graphics formal

language theory educational methodology cognitive psychology and visual design **Visual Language Theory** Kim Marriott,Bernd Meyer,1998-06-19 A broad ranging survey of our current understanding of visual languages and their theoretical foundations Its main focus is the definition specification and structural analysis of visual languages by grammars logic and algebraic methods and the use of these techniques in visual language implementation Researchers in formal language theory HCI artificial intelligence and computational linguistics will all find this an invaluable guide to the current state of research in the field **Visual Languages and Applications** Kang Zhang,2010-06-07 Visual languages have long been a pursuit of effective communication between human and machine With rapid advances of the Internet and Web technology human human communication through the Web or electronic mobile devices is becoming more and more prevalent Visual Languages and Applications is a comprehensive introduction to diagrammatical visual languages This book discusses what visual programming languages are and how such languages and their underlying foundations can be usefully applied to other fields in computer science It also covers a broad range of contents from the underlying theory of graph grammars to the applications in various domains Pointers to related topics and further readings are provided as well Visual Languages and Applications is designed as a secondary text book for upper undergraduate level students and graduate level students in computer science and engineering This volume is also suitable for practitioners and researchers in industry as a professional book **Proceedings of the 1990 IEEE Workshop on Visual Languages** Workshop on Visual Languages (1990, Skokie, Ill.),1990 The workshop was held in Skokie Illinois October 1990 Both theoretical and design implementation issues are explored in papers on visual languages visual programming visual human machine interface design visual communication pictorial databases pictorial information systems and cognitive aspects of human machine systems No subject index Acidic paper Annotation copyrighted by Book News Inc Portland OR **Handbook of Software Engineering & Knowledge Engineering** Shi Kuo Chang,2002 This is the first handbook to cover comprehensively both software engineering and knowledge engineering two important fields that have become interwoven in recent years Over 60 international experts have contributed to the book Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information Each chapter covers one topic and can be read independently of other chapters providing both a general survey of the topic and an in depth exposition of the state of the art Practitioners will find this handbook useful when looking for solutions to practical problems Researchers can use it for quick access to the background current trends and most important references regarding a certain topic The handbook consists of two volumes Volume One covers the basic principles and applications of software engineering and knowledge engineering Volume Two will cover the basic principles and applications of visual and multimedia software engineering knowledge engineering data mining for software knowledge and emerging topics in software engineering and knowledge engineering Handbook Of Graph Grammars And Computing By Graph Transformations, Vol 2: Applications,

Languages And Tools Grzegorz Rozenberg,1999-10-20 Graph grammars originated in the late 60s motivated by considerations about pattern recognition and compiler construction Since then the list of areas which have interacted with the development of graph grammars has grown quite impressively Besides the aforementioned areas it includes software specification and development VLSI layout schemes database design modeling of concurrent systems massively parallel computer architectures logic programming computer animation developmental biology music composition visual languages and many others The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees As a matter of fact within the area of graph grammars graph transformation is considered as a fundamental computation paradigm where computation includes specification programming and implementation Over the last three decades graph grammars have developed at a steady pace into a theoretically attractive and important for applications research field Volume 2 of the indispensable Handbook of Graph Grammars and Computing by Graph Transformations considers applications to functional languages visual and object oriented languages software engineering mechanical engineering chemical process engineering and images It also presents implemented specification languages and tools and structuring and modularization concepts for specification languages The contributions have been written in a tutorial survey style by the top experts in the corresponding areas This volume is accompanied by a CD Rom containing implementations of specification environments based on graph transformation systems and tools whose implementation is based on the use of graph transformation systems   Handbook of Graph Grammars and Computing by Graph Transformation Hartmut Ehrig,1997 Graph grammars originated in the late 60s motivated by considerations about pattern recognition and compiler construction Since then the list of areas which have interacted with the development of graph grammars has grown quite impressively Besides the aforementioned areas it includes software specification and development VLSI layout schemes database design modeling of concurrent systems massively parallel computer architectures logic programming computer animation developmental biology music composition visual languages and many others The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees As a matter of fact within the area of graph grammars graph transformation is considered a fundamental computation paradigm where computation includes specification programming and implementation Over the last three decades graph grammars have developed at a steady pace into a theoretically attractive and important for applications research field Volume 2 of the indispensable Handbook of Graph Grammars and Computing by Graph Transformations considers applications to functional languages visual and object oriented languages software engineering mechanical engineering chemical process engineering and images It also presents implemented specification languages and tools and structuring and modularization concepts for specification languages The contributions have been written in a tutorial survey style by the top experts in the corresponding areas This volume is accompanied by a

CD Rom containing implementations of specification environments based on graphtransformation systems and tools whose implementation is based on the use of graph transformation systems **Real-Time Programming 1992** J.A. De La Puente,L. Boullart,2017-02-21 The 47 papers in this volume provide a useful reference tool for the state of the art research in real time programming **A Small Matter of Programming** Bonnie A. Nardi,1993 Analyzes cognitive social and technical issues of end user programming Drawing on empirical research on existing end user systems this text examines the importance of task specific programming languages visual application frameworks and collaborative work practices for end user computing **Cognitive Aspects of Visual Languages and Visual Interfaces** M.J. Tauber,D.E. Mahling,F. Arefi,1994-10-26 This volume contains selected papers from the 10th Interdisciplinary Workshop in Informatics and Psychology which had as its theme Cognitive Aspects in Visual Languages and Interfaces Visual languages in general visual programming languages in particular and graphical or visual user interfaces are increasingly regarded as important improvements for the interaction between people and artifacts Visual and graphical user interfaces have already a history of a number of years in terms of research and development The focus on visual languages and visual programming languages however is more recent The development of graphical user interfaces was accompanied and reinforced by psychological research but visual languages are still mainly inventions of designers and not designed on the basis of principles derived also from knowledge of psychology or other behavioral sciences The presentations and discussions at the workshop showed increasing interest in paradigms of visual languages and their psychological foundation Visual languages and interfaces must be seen as means to support and enhance represention application and processing knowledge visually The study of the cognitive aspects in visual languages and interfaces is thus an important part of Human Computer Interaction as a discipline concerned with the design evaluation and implementation of interactive computer systems for human use and with the study of major phenomena surrounding them definition of HCI in the ACM SIGCHI Curricula for Human Computer Interaction This book will stimulate future research in the area of Human Computer Interaction and Visual Languages Applications of Graph Transformations with Industrial Relevance Manfred Nagl,Andreas Schürr,Manfred Münch,2003-07-31 This book constitutes the thoroughly refereed post proceedings of the International Workshop on Graph Transformation with Industrial Relevance AGTIVE 99 held in Kerkrade The Netherlands in June 1999 The 28 revised full papers presented went through an iterated process of reviewing and revision Also included are three invited papers 10 tool demonstrations a summary of a panel discussion and lists of graph transformation systems and books on graph transformations The papers are organized in sections on modularization concepts distributed systems modeling software architecture evolution and reengineering visual graph transformation languages visual language modeling and tool development knowledge modeling image recognition and constraint solving process modeling and view integration and visualization and animation tools *A Visual Programming Language for Data Flow Systems* Timothy J. Wilson,1988 The concept of visual programming languages is described and

some necessary terms are defined The value of visual languages is presented and a number of different visual languages are described Various issues such as user interface design are discussed As an example of a visual programming language a graphical data flow programming environment is developed for the Macintosh workstation which functions as a preprocessor to a data flow simulator developed at RIT Examples are presented demonstrating the use of the language environment Issues related to the development of the programming environment are described and conclusions regarding the development of visual programming languages in general are presented Abstract **Visualization in Programming** Peter Gorny,Michael J. Tauber (ed),1987-10-21 This volume presents a selection of contributions from the Fifth Workshop on Informatics and Psychology at Sch rding Austria May 1986 which focused on Visual Aids in Programming The lectures give a broad view of the state of the art in this new field of research and development spanning Cognitive Science Informatics and Ergonomics which draws its impact from the growing need for a deeper understanding of complex program structures and for better program design The topics include the visualization of program structures the discussion of psychological aspects design problems of visual interfaces and present implementations *Advanced Research on Information Science, Automation and Material System* Helen Zhang,Gang Shen,David Jin,2011-03-28 Selected peer reviewed papers from the 2011 International Conference on Information Science Automation and Material System ISAM 2011 May 21 22 2011 Zhengzhou China *1987 Workshop on Visual Languages* ,1987 **Visual Programming Languages** Marat Boshernitsan,Michael Sean Downes,2004 General-Purpose Visual Programming Language Pipe Oleg P. Kabanov,2025-07-29 For further details visit our website http www pipelang com Summary This book introduces a groundbreaking general purpose visual programming language Pipe implementing many novel concepts and unique features The book contains complete language specification including graphical notation of all its elements and full API specification for integration with non visual languages Pipe language not only disrupts traditional coding but it also augments AI code generation by providing a visual method of combining AI generated code components It can also be used as a common visual language in next generation of low code platforms About the Technology Today s software development relies on writing code in text based languages C C Java Rust etc However visual programming is a much more user friendly method of software development as it allows building graphical workflows through an intuitive drag and drop interface Despite all those advantages non visual languages still dominate software industry today This is because no practical and powerful enough visual language is proposed so far This book is an attempt to disrupt this status quo by introducing a new visual programming language Pipe that has the following features General purpose visual language Compact but powerful language Complete and detailed language specification Practical visual language API specification for integration with non visual languages Statically typed language Multiple levels of usage Augmentation of AI code generation Language for low code platforms of the next generation About the Book The book contains complete formal specification of Pipe language including visual notation of all language element and full API

specification for Pipe integration with non visual languages The book also provides background information about the project language design rationale future development specific areas of usage such as AI code generation and low code platforms etc What s Inside Introduction Language features Taxonomy of elements Core concepts Language elements Visual notation API for integration with non visual language Rationale of language design Future development AI and visual programming The next generation of low code platforms About the Author The author of this book is a software development professional with over 30 years of hands on experience who has a particular passion for visual approaches in software engineering However he observed that the progress in this field over the past decades is disappointing As a result he started his own project to develop a new visual programming language This book is a result of the project

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