INDEX

A
Abstraction, 67
Active, 211
Active help systems, 24
Active problem solving learner, 241
Activity structures, 242
Affect, 175
Alphabet, 155, 190
Apple Macintosh, 14
Application interface model, 269
Argument patterns, 206
Articulatory directness, 138
ASPECT IPSE, 65
Automated teller, 284

B
Backus-Naur Form, 275
Behaviour, 69, 155
Behavioural non determinism, 98, 109

C
Bindings, 189
Black-box model, 99
Boundary issues, 131
Browse, 175
Cause, 171
CCS, 276
Characteristic equation, 225
Chomsky hierarchy, 91
Closed knowledge assumption, 13
Cluster, 131
Co-occurrence restriction, 28, 38
Cognitive Complexity Theory, 10
Command, 167, 209
Command-determined, 171
Communication control, 240
abstraction, 239
Commutativity, 146
Complement, 140, 144
Complementary commands, 140
Complete, 172, 195
Completeness, 74, 144, 154
Conceptual capture, 114, 116
Conceptual entities, 33
Conceptual modelling, 44
Concurrent dialogues, 281
Consistency, 10, 11, 31, 74, 132, 135, 144
cross-application, 33
Construct validity, 246
Context, 133
Contextual ambiguities, 136
Contractual software development methodology, 66
Control abstractions, 243
CSP, 264, 274, 276, 288
Cup-of-tea problem, 99
Cursor pointers, 149
Cut-and-paste boundaries, 149

D
Data uncertainty, 113
Deadlock, 287
Deaf system, 106
Declarative interfaces, 124
Degradation of information, 114
Design, 64, 71, 131
Deterministic, 171, 195
Deterministic ground, 118
Dialogue, 91
abstraction, 91
prototypes, 292
state, 292
structure, 273
Differentiation, 72
Direct manipulation, 130, 135, 276, 281
Directly predictable, 177, 196

INDEX

Directness, 130
Display, 131, 210
algebra, 146
ambiguity, 145
boundaries, 149
inertia, 125
resolution, 141
Dynamic consistency, 122

E
Effective behaviour, 159
Effects, 209
Efficiency, 87
Engagement, 92
Equal access, 65, 94
Equipment, 78
Equivalence laws, 207
ERL, 258
ERNIE, 108
Error token, 260
ETAG, 25
Evaluation, 131
Event, 154, 190, 239
Event-response system, 264
EventCSP, 239, 264, 283
EventISL, 239, 292
Exception model, 149
Exceptional properties, 149
Extended Task-Action Grammar,
see ETAG

F
Factoring, 89
Fail, 161
Failure, 161
Faithful, 142
## INDEX

<table>
<thead>
<tr>
<th>Term</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Firm constraints</td>
<td>85</td>
</tr>
<tr>
<td>Fold/unfold</td>
<td>207</td>
</tr>
<tr>
<td>Folding mechanisms</td>
<td>117</td>
</tr>
<tr>
<td>Fruitless</td>
<td>173</td>
</tr>
<tr>
<td>Fully substitutive</td>
<td>202</td>
</tr>
<tr>
<td>Functionality</td>
<td>69</td>
</tr>
<tr>
<td>Induction</td>
<td>226</td>
</tr>
<tr>
<td>Infinite list</td>
<td>204, 206</td>
</tr>
<tr>
<td>Infinitely fast machine</td>
<td>111</td>
</tr>
<tr>
<td>Input model</td>
<td>138</td>
</tr>
<tr>
<td>Inspiration</td>
<td>221</td>
</tr>
<tr>
<td>Instances</td>
<td>207</td>
</tr>
<tr>
<td>Interaction model</td>
<td>129, 134</td>
</tr>
<tr>
<td>Interaction object</td>
<td>131</td>
</tr>
<tr>
<td>Interaction Specification Language</td>
<td>292</td>
</tr>
<tr>
<td>Interactive behaviour</td>
<td>129</td>
</tr>
<tr>
<td>Interactive dialogue</td>
<td>64</td>
</tr>
<tr>
<td>Interactive process</td>
<td>154, 167, 191</td>
</tr>
<tr>
<td>Interactive system</td>
<td>134</td>
</tr>
<tr>
<td>Interlisp-D</td>
<td>15</td>
</tr>
<tr>
<td>Intermittent update</td>
<td>100, 121, 123, 124</td>
</tr>
<tr>
<td>Interpretation</td>
<td>209</td>
</tr>
<tr>
<td>Interpretation functions</td>
<td>138</td>
</tr>
<tr>
<td>Invertibility</td>
<td>146</td>
</tr>
<tr>
<td>Hard constraints</td>
<td>87</td>
</tr>
<tr>
<td>Higher order functions</td>
<td>204</td>
</tr>
<tr>
<td>History</td>
<td>163</td>
</tr>
<tr>
<td>Honest</td>
<td>177, 196</td>
</tr>
<tr>
<td>Honesty</td>
<td>154</td>
</tr>
<tr>
<td>Icons</td>
<td>142</td>
</tr>
<tr>
<td>Implementation</td>
<td>131</td>
</tr>
<tr>
<td>Indications</td>
<td>168</td>
</tr>
<tr>
<td>Indistinguishable</td>
<td>174</td>
</tr>
<tr>
<td>Indistinguishable displays</td>
<td>145</td>
</tr>
<tr>
<td>Latency</td>
<td>87</td>
</tr>
<tr>
<td>Layers</td>
<td>133</td>
</tr>
<tr>
<td>Lazy evaluation</td>
<td>202, 204, 214</td>
</tr>
<tr>
<td>Lexical level</td>
<td>135</td>
</tr>
<tr>
<td>Limited non determinism</td>
<td>119</td>
</tr>
<tr>
<td>Linkage component</td>
<td>237</td>
</tr>
<tr>
<td>Linkage management</td>
<td>262</td>
</tr>
<tr>
<td>Local Event Broadcast Mechanism</td>
<td>264</td>
</tr>
<tr>
<td>Locality</td>
<td>150</td>
</tr>
</tbody>
</table>
## INDEX

**M**

MacDraw, 14–19, 22, 29, 55–59
MacGeneric, 59–61
MacWrite, 26, 48–50, 135
Maximal strict auxiliary, 218
Me too, 292
Media component, 236
Memory limitations, 114
Menu interface, 137
Menu package, 279
Menu-based, 275
Mid computation, 227
Mode, 131
Model shift, 224
Modeless, 134, 138
Monotone, 106
Monotonic function, 142
Mouse, 134
Mouse position, 281
Mouse-ahead, 87
Multi-threaded dialogue, 92, 260
Multiplan, 27, 50–54

**O**

Object-oriented techniques, 276
Observability, 143, 144
Occam, 283
Over-determination, 120
Over-equipped, 80
Over-powered, 79

**P**

Panoramic view, 145
Partial application, 204, 230
Partial evaluation, 230
Partial update, 100
Partiality, 143
Partially evaluating, 202
Passive, 143, 149, 211
Passive commands, 143
Passive novice, 241
Petri nets, 276
PIE, 99, 125, 202, 209, 211, 213, 215
Place holders, 117
Point construct, 245
Pointers, 149, 150
Power, 78
Precise claims, 151
Predictability, 106, 143, 154
Predictable, 99, 177, 209
Prediction, 45
Predictive tools, 21
Prefabrication, 218
Prefixes, 158
Preparatory generalisation, 218
Prescriptive dialogue, 92
Primality, 109
Principles, 129
Procedural uncertainty, 113
Program transformation, 207
Programming languages, 132
INDEX

Programs, 156, 157, 209
Promotion, 208, 218, 221, 222
Prototypes, 217

R

RAPID, 246, 248, 256
Rapid prototyping, 201
Reachable, 210
Realisation, 95
Red PIE, 99, 106, 215
Refinement, 83
Refinement process, 130
Region, 65
Representations, 214
Resolution, 88
Restartable, 175, 195
Result, 168, 171, 193, 210
equivalent, 174
independence, 105

S

SASSAFRAS, 264
Scenarios, 289
Schematic prototypes, 19
Seeheim model, 90, 269
Semantic feedback, 92
Semantic support component, 268
Separation, 91
Sequential process, 162
Session, 239
component, 236
level, 270
monitoring, 239
recording, 239
support object, 239, 247
Sharing information, 112
Show, 167
Side-effects, 175
Signposting, 241
Simple graphical systems, 275
Simulation, 283
Sketch, 15, 22
Sketching, 289
Slide show, 289
Slips of action, 24
Slow machines, 111
Soft constraints, 83
Software, 234
architecture, 235
ingeering, 66
tools, 234
Specification, 130, 154
SPI, 239, 284
dialogue manager, 293
outliner, 288
scenarios tool, 291, 293
Squeak, 283
SSO, 239, 247, 254
State, 131, 154, 178, 192
representation, 139
transition diagram, 275
transition machine, 224
Statecharts, 251
Static consistency, 122
Steady, 101
Steady state, 100
Strategy, 117, 144
Strict, 205
Strongly undo, 178
Strongly visually consistent, 176, 196
Structural induction, 206
Structuring, 72, 80
Style, 31
INDEX

T

TAG, 8–62
notation, 47
Task Oriented Parser, see TOP
Task-Action Grammar, see TAG
Task-action mappings, 32
Template sugaring, 140
Temporal, 99
directness, 136
model, 99
ordering, 135
Text formatting, 85
Text selection, 85
Thickness, 135
Time series, 100
Timing constraints, 95
TOP, 24
Trace of effects, 103
Traces, 70, 158, 163, 191
Transformation, 217
Transformation system, 201
Transition networks, 245
Transparent, 176
Traverser, 249
Trustworthy, 177, 196

U

UIMS, 64, 91, 235, 243, 254, 263
Undefined, 207
Under-equipped, 79

Under-powered, 79
Underlying application, 237
Usable, 75
Usefulness, 75
User, 214
User Interface Management Systems, see UIMS
User's goals, 41
User-engineering principles, 154
User-system interface, 275

V

View, 168, 171, 193
equivalent, 174
mapping, 133, 134
spaces, 99
Visibility, 147, 148
Visual context, 136
Visual representation, 139
Visually consistent, 176

W

WeakComplete, 195
Weakly undo, 178
Weakly-complete, 173
Window interference, 138
Windowed systems, 134
Windows, 112
multiple, 117
non determinism, and, 101
Working demonstration, 283
Working memory, 39

Y

Yield, 167
INDEX

Z

Z, 64, 71