

UI Tutorial

The goal of this tutorial is to guide the developer through all the UI relevant development tasks which are needed to create a first simple xUML UI application. As described in the previous chapter, the UI Importer would take over many of time consuming steps, but to really understand how the different components of a xUML UI application work together, it is essential to have a detailed insight. The Tutorial steps through from the beginning, designing the use case until running the application within the embedded runtime. It is recommended to work through this tutorial.

Example File (Builder project Advanced Modeling/UI):



<your example path>\Advanced Modeling\UI\uml\uiHelloworld.xml

Walk through creating a simple UI in these steps:

1. [Define the use case](#)
2. [Design a UI template](#)
3. [Model the UI](#)
4. [Define the service](#)
5. [Model the UI state machine](#)
6. [Define the data bindings](#)
7. [Deploy the UI and the service](#)



[Defining the Use Case](#)

Related Pages:

- [Defining the Use Case](#)
- [Designing the UI Template](#)
- [Modeling the User Interface](#)
- [Defining the Service](#)
- [Defining the UI State Machine](#)
- [Defining the Data Binding](#)
- [Deploying the UI and the UI Service](#)
- [Running the UI Application](#)
- [Using the xUML UI Project Template](#)