

Chapter 13

Index

Index

- active index, 52, 56, 62, 63, 65, 69
 - computation power, 63
 - formal definition, 52
 - information retrieval example, 62
 - Mosaic IC system, 69
 - smart image example, 56
 - reversible index, 65
- active multimedia system (AMS), 86, 87
 - architecture, 86
 - system structure, 87
- advantages of multimedia technology, 3
- Bookman, 36
- bundled node, 75
- COCOMO, 28
- courseware support, 10
- DAMSEL, 15
- decision based hyper multimedia CASE (DHC), 12
- decision based systems development (DBSD), 12
- distributed multimedia systems, 147
- Extended Simple Actor Language (ESAL), 21
- G-net, 65
- Goal/Question/Metric (GQM) Model, 27
- high presence, 2
- high tech, 2
- how small business view technology, 3
- hypergraph, 61, 74-76, 83
 - example, 76
 - link types, 75
 - node types, 74
 - with annotations, 61, 83
- hypermedia design, 22, 24
 - model-based approach 22
 - pattern-based approach 24
- index cell (IC), 42, 43, 67, 110, 112, 113, 119, 126, 127, 129
 - cell communication, 42
 - cell construction, 43
 - IC Builder, 110, 119
 - IC Compiler, 112, 127
 - IC Manager, 67, 113, 129
 - input file format, 1261
- icon, 30, 38
 - generalized icons, 38
- landmark, 24
- line of code (LOC), 26
- Linux HQ Kernel documentation, 13
- LVLASO project, 12
- media types, 74
- MET++, 16
- MME, 19
- Mosaic, 69
- Multimedia IC Development Environment (MICE), 102
 - application development steps, 131
 - application to knowledge fusion, 133
 - how to build MICE application, 118
 - tools, 103
 - visual interface, 132
- multidimensional language, 7, 38, 39, 41, 47, 141
 - content-sensitive, 47
 - design methodology, 141
 - generalized icons, 38
 - grammar, 39
 - location-sensitive, 47
 - operators, 38
 - syntactic structure, 41
 - time-sensitive, 47
- multimedia data schema (MDS), 84
- Multimedia Extension MME, 19
- multimedia object exchange OEM, 166, 168
 - class hierarchy, 168
 - manager, 166
- multimedia schema models, 153, 154, 159, 162
 - MDS to MCS transformation, 159
 - MSS to MDS transformation, 154
 - transformation example, 162
- multimedia software engineering, 3, 6, 7
 - conceptual framework, 7
 - dual roles, 6
 - flexible MSE tools, 3
- multimedia software project effort management, 26

- multimedia technology trends, 4
- Negroponte, 1
- news, 24
- operators, 30, 38, 39
 - generalized icons, 38
 - special operators, 39
 - temporal operators, 38
- personal digital assistant (PDA), 4
- Petri net, 42, 64
- Presentation Environment for Multimedia Objects (PREMO), 20
- Relationship Management Methodology (RMM), 22, 23
 - access primitives, 23
 - destination influence, 23
- reliable software technologies (RST)
 - documentation model, 13
- Smart Multimedia Mail (SMM) system, 91, 93, 94
 - knowledge acquisition, 93
 - knowledge generator, 94
 - software documentation, 13
- software life cycle, 117, 118
 - rapid prototyping model, 118
 - waterfall model, 117
- specification of multimedia applications, 20, 185, 189, 194
 - kiosk example, 189
 - the grammatical approach, 194
 - symbol relation grammar, 196
- teleaction object markup language (TAOML), 105, 106, 109, 113
 - TAOML Builder, 106
 - TAOML interpreter, 109
 - TAOML to XML translator, 113
- teleaction object, 37, 73, 79, 88, 197, 200
 - boundary SR grammar for TAO, 197
 - definition, 73
 - formatted knowledge definition, 88
 - hypergraph part, 73
 - knowledge part, 79
 - relational language, 75
 - semantic extension using attribute SR grammars, 200
 - example, 37
- USA Today, 1
- Variorum documentation system, 14
- virtual multimedia object, 25
- virtual reality (VR) query, 47
- visual language, 30, 33, 46, 139
 - design methodology, 139
 - dynamic visual language, 46
 - icons, 30
 - meaning, 33
 - operators, 30
 - web site life cycle, 5
- XML, 114