

Sysdul Glossary



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Sysdul glossary

DISCLAIMER: This glossary is not fully updated with the Genova/UML terminology. On some of the most central terms you will find the Genova equivalent in a **Note** – see for example "data element".

This glossary briefly explains words, expressions and abbreviations used in connection with Sysdul. The most important general data expressions used in the Sysdul documentation are also included. You should be aware that some of the entries in this glossary may be used in slightly different meanings in non-Sysdul contexts.

For some entries (most often Sysdul programs and modules) reference is made to the appropriate manual for more detailed information.

Notation: Words/expressions appear in italicized bold type if they themselves are entries in the glossary, and if a reference to this entry is considered important or useful. When viewed in Acrobat Reader, words in bold type are displayed in blue color, indicating that they are clickable hyperlinks - by clicking on a blue word you are sent to its definition.

When a reference has a looser or recursive character, it will appear in italics (no boldface).

This notation is used only once within a single entry definition, i.e. if 'data model' is used several times to explain an entry, only the first instance of ***data model*** is in italicized (bold) type.

A

accelerator key	Key or sequence of keys which invokes a system-defined function.
action	Predefined dialog behavior caused by a <i>system event</i> .
Acrobat Reader	Program from Adobe that is used to view <i>PDF</i> files.
application	A program developed with Sysdul to enable the user to manipulate (type in, edit, delete) data in the application database. With <i>Program Generator</i> , Sysdul offers automatic development of applications. Note: This equals "class, with stereotype Application" in a Genova/UML context.
application database	A database which is generated on the basis of the <i>data model</i> , and which will contain the data manipulated (typed in, edited, deleted) by the user of the <i>application</i> .
application program	Used in the same meaning as <i>application</i> .

application structure	Visualization, in the form of a tree, of how <i>dialog structures</i> are connected and used.
attribute	Sometimes used for the occurrence of a <i>data element</i> and/or <i>data element group</i> as used in an entity class.

B

BCD	See <i>data type</i> .
binary large object	See <i>BLOB</i> .
BLOB	Acronym for <i>binary large object</i> . See also <i>blob</i> .
blob	Data type used for unstructured binary data which may be very large. See also <i>data type</i> .
block	A block is a <i>dialog object</i> . There are different types of block: <i>window block</i> , <i>simple block</i> , <i>table block</i> , <i>list block</i> , <i>tree view</i> , <i>tree node</i> and <i>note-book</i> . All blocks are <i>containers</i> .
Boolean	A <i>data type</i> with two possible values, true and false.
branch node	Node in a tree structure that has a <i>child node</i> .
button	A <i>dialog object</i> .
button block	Special type of <i>simple block</i> .

C

C	Commonly used programming language. The <i>Sysdul compiler</i> compiles Sysdul programs to C.
can-relationship	See <i>optional relationship</i> .
CANTAS	CANTAS is the name of the <i>data model</i> which is used in Sysdul documentation and courses.
cardinality	Cardinality denotes the restrictions that are placed on the number of occurrences of the <i>owner entity class</i> and <i>member entity class</i> connected by a <i>relationship</i> .
char	See <i>data type</i> .
check box	See <i>check button</i> .
check button	A <i>data item representation</i> .
child node	See <i>tree node</i> .

client	See client/server .
Client Generator	Client Generator generates the client part in a three-tier model. Client Generator is documented in the Client Generator manual.
client/server	Run-time architecture for distributed applications . A server is a process which offers functionality or data wanted by some other process (the client). See also SDE .
Client/Server Setup	Sysdul's client/server solution which makes it possible to run applications in heterogeneous environments. See also SDE , DDE , client/server . Client/Server Setup is documented in the Sysdul Client/Server Architecture manual.
color	A color is a named resource which can be connected to dialog objects .
combo box	A data item representation .
compilation	See MSGBUILD , Sysdul Client Generator and procedure compilation .
Compile & Link	Genova contains predefined files to help you use the make utility when creating a Sysdul application. The make system supports compiling and linking of applications both for UNIX and Microsoft Windows platforms Compile & Link is documented in the Sysdul Application Builder manual.
conceptual data model	See data model .
container	A container is a dialog object which may contain other dialog objects: blocks , menus , menu bars and tool bars are containers.
control procedure	Synonym for event procedure .
cross compiling	Compiling of source code on one platform with another platform as the target platform. For example, Sysdul may generate C code for Intel-based PCs, but compiles on a UNIX host.
currency set	A collection of occurrences which are all current. Within a currency set, currency is maintained for all entity classes and roles . Sysdul can operate with one nameless currency set and several named currency sets within a repository.
D	
database management system	See DBMS .

database run-time errors	There are lists of database runtime errors in an appendix in the Sysdul Reference Manual .
database schema	DBMS dependent description of the application database structure. The database schema is based on the data model .
data block	Special type of simple block .
data element	A data unit which is stored and manipulated in the information system. A data element can be, for instance, a customer's name or telephone number. Note: This equals "attribute" in a Genova/UML context.
data element group	A group of data elements . Data element groups are often keys in entity classes . Note: This equals "class, with stereotype Group" in a Genova/UML context.
data item	Used in the same meaning as field .
data item representation	A data item can have different representations. Possible representations are text field , check button , radio group , combo box , list , scale and stepper . Which representations are applicable depends on the data.
data model	A model of the data to be stored and manipulated in an application . The most commonly used data model objects are data elements , entity classes and relationships . Example: A data model contains entity classes to describe customers, products and orders. The entity classes contains data elements with detailed information about names, numbers, prices, etc. A relationship between the entity classes describing customers and orders may, for instance, indicate that one customer may place many orders (i.e. more than one). The data model represents a general understanding of the data in the system. This understanding is independent of the underlying DBMS , operating system, machine platform, etc.
data model object	Any unit in the data model with a unique name.
data selector	Special kind of subset of the data model which is used to represent the navigation path through the data model in some application context, for instance as the basis for generation of dialog structures . Note: This equals "object selection" in a Genova/UML context.
data selector node	Node in data selector .
data type	Data types used in Sysdul are BCD, shortint, longint, real, char, varchar, boolean, enumeration, date, time, timestamp and blob.

Note: The *BCD*, *char* and *varchar* data types correspond to the Genova *numeric*, *text* and *vartext* data types.

date	See data type .
DB	Acronym for <i>database</i> .
DB2	RDBMS which can be used for the <i>application database</i> of a Sysdul application.
DBMS	Acronym for <i>Database Management System</i> . DBMSes in use with <i>Sysdul</i> are Oracle, Sybase, Ingres, DB2, Mimer and ODBC.
DDE	Acronym for <i>Dynamic Data Exchange</i> . Inter-process communication implemented in Microsoft Windows. Sysdul applications use DDE for communication with other applications, like Excel, WordPerfect, etc. See also <i>SDE</i> .
DDF	Acronym for <i>dialog descriptions file</i> . See the documentation of <i>Sysdul Client Generator</i> in the <i>Sysdul Application Builder</i> manual.
DDL	Acronym for <i>Database Definition Language</i> .
debugger	See Sysdul Debugger .
default title	A text placed before a <i>field</i> in a <i>dialog</i> . The text is used to indicate what sort of information should be typed or displayed in the field. Also known as <i>leading text</i> .
derived relationship	Sysdul programs may use derived relationships to denote <i>data elements</i> .
descriptive name	All repository objects have a name, and in addition a <i>descriptive name</i> . The descriptive name of the data element AGENT_NAME can for instance be NAME_OF_AGENT.
dialog	An instance of a <i>dialog structure</i> . Is also used synonymously with dialog structure. Note: This equals "class, with stereotype Dialog" in a Genova/UML context.
dialog descriptions file	File produced by <i>Sysdul Client Generator</i> . The file contains descriptions of dialog structures. This file is used by <i>GUI Runtime Environment</i> .
Dialog Designer	This designer is used to create and maintain <i>dialog structures</i> . Dialog Designer is documented in the Dialog Designer manual.

dialog file	Short for <i>dialog descriptions file</i> .
Dialog Preview	The preview is used to display a preview of <i>dialog structures</i> including <i>event definitions</i> and <i>expressions</i> . Lets the user check out the look and feel of <i>dialogs</i> . Dialog preview is documented in the Dialog Designer manual.
dialog model	The combination of a <i>dialog's</i> static structure and dynamic behavior.
dialog modeling	The process of designing and defining a dialog's structure and dynamic behavior. Dialog modeling is done with <i>Dialog Designer</i> .
dialog object	A component used in <i>user interfaces</i> . Dialog objects are created and manipulated within a <i>dialog structure</i> with <i>Dialog Designer</i> .
Dialog Reports	Dialog Reports is documented in the Dialog Designer manual.
dialog structure	Static representation of <i>dialog objects</i> . Dialog structures are created and maintained with <i>Dialog Designer</i> .
dialog style guide	A collection of parameters that are used when <i>dialog structures</i> are generated. Dialog style guides are defined with <i>Dialog Style Guide Setup</i> .
Dialog Style Guide Setup	This program is used to define <i>dialog style guides</i> . See also <i>uistylers</i> . Dialog Style Guide Setup is documented in the Dialog Designer manual.
directory	A catalog for filenames and other directories stored on a disk.
display rule	A display rule is a directive as to how a numeric <i>data element</i> is to be displayed in dialogs and printed in reports.
dockable tool bar	See <i>tool bar</i> .
domain	A domain may be thought of as a user-defined <i>data type</i> , based on one of the previously defined (system) data types. Note: This equals "class, with stereotype Domain" in a Genova/UML context.
DS	Acronym for <i>data selector</i> .
DS-diagram	The graphic representation of a <i>data selector</i> .
E	
element	Sometimes used for <i>data element</i> or <i>data element group</i> when it is not essential to distinguish between the two.

entity block	Special type of <i>simple block</i> .
entity class	<p>A definition of a group of closely connected data. Entity classes are made up by a set of <i>data elements</i>.</p> <p>The entity class PERSON can for instance consist of a number, a name, an address and a telephone number. The generated information system stores this information for a number of persons. The description of each person is called an <i>entity occurrence</i>.</p> <p>Note: This equals "class" in a Genova/UML context.</p>
entity occurrence	An occurrence of data described by an <i>entity class</i> .
Entity-Relationship	Modeling technique originally described by Chen. Is used for instance in 'Entity-Relationship model' and ' <i>Entity-Relationship diagram</i> '.
Entity-Relationship diagram	See <i>ER-diagram</i> .
Entity-Relationship model	See <i>data model</i> .
enumeration	See <i>data type</i> .
enumeration value	An element in an <i>enumeration</i> , consisting of a name, a coding and the text to be displayed.
ER	Acronym for <i>Entity-Relationship</i> .
ER-diagram	The graphic representation of a <i>data model</i> .
event	See <i>system event</i> .
event definition	A triplet (<i>system event/action/target</i>) which specifies the dynamic behavior of <i>dialogs</i> and <i>dialog objects</i> . Event definitions can be made in <i>Dialog Designer</i> .
EVENT-HANDLER	A special Sysdul procedure which is used to administer <i>event procedures</i> .
event-loop	The internal structure handling <i>events</i> one by one. Initiated by the Sysdul statement START EVENT-PROCESSING.
event procedure	A Sysdul event procedure is part of the event definition of a <i>dialog object</i> in an <i>application</i> . The procedure is executed when the defined <i>system event</i> occurs in the dialog object. (Event procedures were previously called 'control procedures'.)

expression	Mathematical formula to compute a value.
F	
field	Input or output <i>dialog object</i> representing a <i>data element</i> in the <i>data model</i> .
floating tool bar	See <i>tool bar</i> .
font	In <i>dialog modeling</i> , a font is a named <i>resource</i> which can be connected to <i>dialog objects</i> . In more general terms, a font is a the visualization of a character set.
foreign key	Same as <i>relationship connecting element</i> . In addition it must be the <i>primary key</i> in another table (the owner table).
4GL	Acronym for <i>fourth-generation language</i> .
free data element	A <i>data element</i> which has no connection to any <i>entity class</i> and which is not stored in the <i>application database</i> . Note: This equals "attribute, in the class Non_Qualified" in a Genova/UML context.
free data item	A <i>data item</i> with no correspondent <i>data element</i> in the <i>data selector</i> .
free dialog object	A <i>dialog object</i> with no reference to the <i>data selector</i> .
free dialog structure	A <i>dialog structure</i> which is not connected to a <i>data selector</i> .
G	
general block	Special type of <i>simple block</i> .
generalized entity class	An <i>entity class</i> containing <i>data elements</i> which are common to several other entity classes. When entity classes are included in a generalized entity class, the data elements of the generalized entity class are defined for each entity class. Generalized entity classes are only used to document the <i>data model</i> . Note: Sysdul programs do not handle generalized entity classes.
GPF	Short for <i>General Protection Fault</i> .
grape	Program name used to start <i>Program Generator</i> from the command line.
graphical user interface	See <i>GUI</i> .

GUI	Acronym for <i>Graphical User Interface</i> . A type of display format that allows the user to choose commands, start programs and see lists of files and other options by pointing to <i>icons</i> and lists of <i>menu items</i> on the screen. Choices can generally be activated either with the keyboard or with a mouse.
GUI Runtime Environment	Sysdul's runtime environment allows Sysdul applications to run under Microsoft Windows. See also <i>SGUIRE</i> . GUI Runtime Environment is documented in the Sysdul Client/Server Architecture manual.
H	
handle	See <i>tree node handle</i> .
I	
icon	In graphical environments, a small graphic image displayed on the screen to represent an object that can be manipulated by the user.
image	In <i>dialog modeling</i> , an image is a named <i>resource</i> which can be connected to <i>dialog objects</i> . In more general terms, an image is the graphic representation of photos, drawings or pictures stored in bitmaps.
image box	A <i>dialog object</i> which is used to show <i>images</i> . The image is resized to the image box size.
implementation description	Implementation descriptions are used to describe the physical structure of a database when generated from a <i>data model</i> .
implementation file	File containing an <i>implementation description</i> .
indexes	Access mechanism for data stored in databases: <i>keys</i> in <i>entity classes</i> result in indexes in the database.
information system	Used in the same meaning as <i>application</i> .
Inter-Process Communication	Sysdul's inter-process communication (IPC) is called <i>Sysdul Data Exchange</i> . See <i>SDE</i> . Inter-Process Communication is documented in the Sysdul Client/Server Architecture manual.

involved relationship	See <i>recursive relationship</i> .
Ingres	<i>RDBMS</i> which can be used for the <i>application database</i> of a Sysdul application.
integer	See <i>data type</i> .
IPC	See <i>Inter-Process Communication</i> .

K

key	A key is an entity class property that is used to identify one or more <i>entity occurrences</i> : <i>data elements</i> and <i>data element groups</i> can be keys. A key can be a <i>unique key</i> or a <i>non-unique key</i> .
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L

label	In <i>dialog modeling</i> , a <i>dialog object</i> .
layout	A layout is a named <i>resource</i> which can be connected to <i>dialog objects</i> .
leading text	See <i>default title</i> .
leaf node	Node terminating a branch in a tree structure.
library	A library is a collection of necessary/practical <i>procedures</i> and routines for general use. Some libraries must be linked with the application code before the resulting <i>application</i> can be run. An overview of Sysdul libraries is found in the Sysdul Reference Manual .
link	To link a program means to put separately compiled program parts together into an executable program.
list	In <i>dialog modeling</i> , a <i>data item representation</i> .
list block	A <i>dialog object</i> that is used to show several instances of the same set of <i>data items</i> .
longint	See <i>data type</i> .

M

main procedure	A main procedure is a Sysdul procedure which does not affect <i>references</i> to <i>entity occurrences</i> in calling procedures. The PROGRAM, MAINPROCEDURE and CONTROL-MAINPROCEDURE statements start such procedures.
make	See <i>Sysdul make system</i> .

mandatory relationship	A relationship that requires that a member must be connected to an owner to exist (aka. "must-relationship"). See also <i>optional relationship</i> .
many-to-many relationship	Type of relationship where both owner and member cardinality are (0-n) or (1-n). See also <i>one-to-one relationship</i> and <i>one-to-many relationship</i> . Note: In <i>Sysdul</i> , many-to-many relationships are used for documentation only. To implement a many-to-many relationship, a "helping entity class" and two one-to-many relationships must be used.
maximal entity	An entity occurrence and all entity occurrences that can be reached from it by traversing relationships in the to-one direction.
member	Short for member entity class .
member entity class	The entity classes at the end-points of the relationship are called <i>member entity class</i> and <i>owner entity class</i> . In a one-to-many relationship the member always makes up the "many-end" and the owner the "one-end". In one-to-one relationships and many-to-many relationships you can choose which is the member entity class and which is the owner entity class.
memo	Memos are textual descriptions which can be used to make help-information in the application .
menu	A menu is a list of possible menu items in an application . In <i>dialog modeling</i> , a dialog object .
menu bar	A dialog object consisting of menus .
menu choice	Used in the same meaning as menu item .
menu item	A selectable choice on a menu . In <i>dialog modeling</i> , a dialog object .
menu separator	A dialog object which is used to separate or group menu items .
message file	See message system .
message system	A Sysdul application can retrieve messages (texts) from a separate message file . A message file can be a plain text file which must be compiled with MSGBUILD . Using the message system, maintenance of applications is made easier and creation of language independent applications is made possible. A message can be changed without making it necessary to re-compile the program.

Microsoft Windows	<i>GUI</i> under which Sysdul applications can be run.
Mimer	<i>RDBMS</i> which can be used for the <i>application database</i> of a Sysdul application.
mnemonic	A typed command (letter or digit) used to invoke a <i>menu item</i> .
more-related entity class	Specification of the <i>cardinality</i> of an <i>entity class</i> (or <i>role</i>) in the relation to its parent in a <i>data selector</i> . Several instances of the entity class may be connected to an instance of the parent. See also <i>one-related entity class</i> .
MSGBUILD	This program is used to compile <i>message files</i> . MSGBUILD is documented in an appendix in the Sysdul Reference Manual .
Windows	Short for <i>Microsoft Windows</i> .
must-relationship	See <i>mandatory relationship</i> .
N	
named currency set	See <i>currency set</i> .
nameless currency set	See <i>currency set</i> .
navigation name	A <i>relationship</i> has - in addition to a name and a <i>descriptive name</i> - two <i>navigation names</i> . The navigation names designate the connection between the <i>entity classes</i> , as seen from the <i>owner</i> and the <i>member</i> , respectively. Navigation names are used by <i>Sysdul</i> .
node	See <i>data selector node</i> and <i>tree node</i> .
non-unique key	See <i>key</i> .
notebook	A <i>dialog object</i> which is used to present groups of dialog objects. Each group must be contained in a <i>simple block</i> , which is displayed as a separate "page" within the notebook - see <i>notebook page</i> and <i>notepage</i> .
notebook page	A "page" within a <i>notebook</i> .
notepage	Short for <i>notebook page</i> .
numeric	See <i>data type</i> .

O

occurrence	Short for <i>entity occurrence</i> .
ODBC	Acronym for <i>Open Database Connectivity</i> .
one-related entity class	Specification of the <i>cardinality</i> of an <i>entity class</i> (or <i>role</i>) in the relation to its parent in a <i>data selector</i> . Only one instance of the entity class may be connected to an instance of the parent. See also <i>more-related entity class</i> .
one-to-many relationship	Type of <i>relationship</i> where owner <i>cardinality</i> is (0-1) or (1-1) and member cardinality is (0-n) or (1-n). See also <i>one-to-one relationship</i> and <i>many-to-many relationship</i> .
one-to-one relationship	Type of <i>relationship</i> where both owner and member <i>cardinality</i> are (0-1) or (1-1). See also <i>one-to-many relationship</i> and <i>many-to-many relationship</i> .
Open Database Connectivity	Interface standard for <i>RDBMSs</i> .
optional relationship	A <i>relationship</i> which does not require a <i>member</i> (aka. "can-relationship"). See also <i>mandatory relationship</i> .
Oracle	<i>RDBMS</i> which can be used for the <i>application database</i> of a Sysdul application.
OS/2	Operating system used with Sysdul applications.
owner	Short for <i>owner entity class</i> .
owner entity class	The <i>entity classes</i> at the end-points of the <i>relationship</i> are called owner entity class and <i>member entity class</i> . In a <i>one-to-many relationship</i> the owner always makes up the "one-end" and the member the "many-end". In <i>one-to-one relationships</i> and <i>many-to-many relationships</i> you can choose which is to be the owner and which is to be the member.

P

parent node	A <i>tree node</i> with other nodes below it.
PDF	Acronym for <i>Portable Document Format</i> .
pop-up menu	A <i>menu</i> (dialog object) connected to a <i>dialog object</i> . Pop-up menus are invoked by pressing the right mouse button.

Portable Document Format	The Adobe specification for electronic documents that use the Adobe Acrobat family of servers and readers. See also <i>Acrobat Reader</i> .
predefined resources	Set of <i>resources</i> that comes with the installation of Genova.
Preprocessor	Preprocessor is intended for any type of text files. It is capable of conditional selection of text lines, inclusion of named files and simple macro substitutions. Preprocessor is started from the command line with the program name <i>svapp</i> . Preprocessor is documented in the <i>Sysdul Application Builder</i> manual.
primary key	Unique identifier of a table occurrence. See also <i>foreign key</i> .
procedure	A procedure is a piece of Sysdul code. Several procedures together make up a program. Each procedure undertakes a specific task. A procedure can call other procedures. See the PROCEDURE, EVENT-PROCEDURE, CALL and PROGRAM statements in <i>Sysdul Reference Manual</i> . There is a definition window for procedures in <i>Dialog Designer</i> .
procedure compilation	Procedure compilation is done with the Sysdul compiler. Procedure compilation is documented in the <i>Sysdul Reference Manual</i> .
procedure family	A procedure family is a set of Sysdul procedures directly or indirectly called from a <i>main procedure</i> . They do not update <i>references</i> to <i>entity occurrences</i> outside the procedure family.
Program Generator	Program Generator generates <i>applications</i> with the same functionality as you get in <i>Dialog Preview</i> . Changes made to the <i>data model</i> , <i>data selectors</i> or <i>dialogs</i> are automatically transferred to the application by simply regenerating it. See also <i>grape</i> . Program Generator is documented in the <i>Sysdul Application Builder</i> manual.
property	Used for the different types of information that can be given for a unit of the system, i.e. the color of a field, the size of an entity class, etc.
prototype	In <i>Sysdul</i> , procedure definition specifying the number of parameters and the data type of each parameter. See also <i>signature</i> . In <i>Dialog Preview</i> , visualization and behavior of <i>dialog models</i> .
pull-down menu	See <i>menu</i> .

R

radio group	In <i>dialog modeling</i> , a <i>data item representation</i> . One, and only one, of the options presented can be selected at a time.
RDBMS	Acronym for <i>relational database management system</i> .
real	See <i>data type</i> .
recursive relationship	A recursive relationship has the same <i>entity class</i> at both end-points. A recursive relationship for the entity class CUSTOMER may for instance represent branches.
reference	The <i>Sysdul programming language</i> allows references to point to particular <i>entity occurrences</i> . The names of <i>entity classes</i> and <i>roles</i> are predefined references. Other references must be declared.
relational database management system	A type of <i>DBMS</i> that stores information in tables - rows and columns of data - and conducts searches by using data of specified columns of one table to find additional data in another table. In a relational database, the rows of a table represent records (collections of information about separate items) and the columns represent fields (particular attributes of a record).
relationship	A relationship expresses the connection between two <i>entity classes</i> . There are <i>one-to-one relationships</i> , <i>one-to-many relationships</i> and <i>many-to-many relationships</i> . Note: This equals "association" in a Genova/UML context.
relationship connecting element	A generated <i>data element</i> or <i>data element group</i> which is used to store <i>relationships</i> in an application database. The relationship connecting element is physically stored in the <i>member entity class</i> of the relationship.
remote element	A <i>relationship connecting element</i> or a component of one.
representation	See <i>data item representation</i> .
resource	Collective term for certain parts of the repository used in <i>Dialog Designer: color, font, image, style, layout, template</i> and <i>dialog style guide</i> . A resource may be predefined or user-defined. Predefined resources cannot be changed or deleted.
role	Short for <i>role of entity class</i> .
role of entity class	An <i>entity class</i> can have different <i>roles</i> . The entity class PERSON can for instance refer to a specific person. The three roles MOTHER, FATHER and CHILD can refer to the person's family. These are also PERSONS.

In the *Sysdul programming language* roles refer to *entity occurrences* in exactly the same way as do entity class names. A role also has a set of data element variables of its own.

Note: Role equals "synonym" in a Genova/UML context.

runtime errors	See <i>database run-time errors</i> .
S	
scale	In <i>dialog modeling</i> , a <i>data item representation</i> .
schema	Short for <i>database schema</i> .
script	An executable text file with commands to the operating system and programs.
scroll bar	A <i>dialog object</i> .
SDE	Acronym for <i>Sysdul Data Exchange</i> . Application program interface which is used with <i>Sysdul</i> to handle the communication between Sysdul applications and other (Sysdul) applications. The communication is handled by <i>GUI Runtime Environment</i> . On UNIX, this is based on <i>TCP/IP</i> . On MS-Windows, it is based on <i>DDE</i> .
	SDE is documented in the <i>Inter-Process Communication</i> part of the <i>Sysdul Client/Server Architecture</i> manual.
server	See <i>client/server</i> .
SGUIRE	Acronym for <i>Sysdul Graphical User Interface Run-time Environment</i> . Used synonymously with <i>GUI Runtime Environment</i> .
shortint	See <i>data type</i> .
sibling node	See <i>tree node</i> .
signature	The number of parameters and the data type of each parameter used in a procedure call. See also <i>prototype</i> .
simple block	A <i>dialog object</i> which is used to group several other dialog objects.
static tool bar	See <i>tool bar</i> .
stepper	A <i>data item representation</i> .
stored procedures	Concept used by different <i>RDBMSes</i> for describing functions or procedures stored in the database and executed by the database server.
style	A style is a named <i>resource</i> which can be connected to <i>dialog objects</i> .
style guide	Short for <i>dialog style guide</i> .

svapp	Program name used to start <i>Preprocessor</i> from the command line.
Sybase	<i>RDBMS</i> which can be used for the <i>application database</i> of a Sysdul application.
Sysdul	Sysdul is a programming language as well as a compiler translating Sysdul code into executable code. The Sysdul programming language and the Sysdul compiler are documented in the Sysdul Reference Manual .
Sysdul Application Builder	Manual in Genova comprising <i>Sysdul Client Generator</i> , <i>Compile & Link</i> , <i>Preprocessor</i> , <i>Sysdul Debugger</i> and <i>Sysdul Program Generator</i> .
Sysdul Client Generator	This compiler is used to produce a <i>dialog descriptions file</i> from <i>dialog structures</i> . Sysdul Client Generator is documented in the Sysdul Application Builder manual .
Sysdul Client/Server Architecture	Manual in Genova comprising <i>GUI Runtime Environment</i> , <i>Client/Server Setup</i> , <i>Inter-Process Communication</i> and <i>WinHelp Functionality</i> .
Sysdul compiler	See Sysdul .
Sysdul Debugger	Tool for debugging Sysdul programs. Sysdul Debugger is documented in the Sysdul Application Builder manual .
Sysdul libraries	See library .
Sysdul make system	The make system supports compiling and linking of applications for both UNIX and Microsoft Windows platforms. Sysdul make system is documented in the Sysdul Application Builder manual .
Sysdul programming language	See Sysdul .
Sysdul Program Generator	This program is used to generate Sysdul programs based on the <i>dialog model</i> and its <i>data selector</i> . Sysdul Program Generator is documented in the Sysdul Application Builder manual .

Sysdul run-time	Short for <i>Sysdul runtime system</i> .
Sysdul run-time system	Environment needed to run Sysdul applications.
system event	An incident which releases an <i>action</i> . Typical events include key presses, button pushes and mouse movements. See also <i>event</i> .
T	
table block	A <i>dialog object</i> which is used to group and repeat several other dialog objects.
target platform	Computer system being the target for the cross-compiling process. See <i>cross compiling</i> .
TCP/IP	Acronym for <i>Transport Control Protocol/Interface Program</i> , a software protocol for communication between computers. <i>SDE</i> uses TCP/IP.
template	In <i>dialog modeling</i> , a template is a named <i>resource</i> which can be connected to <i>dialog objects</i> . A template is a set of <i>styles</i> and <i>layouts</i> . In programming, a template is a preprogrammed code pattern used by <i>Program Generator</i> , <i>Client Generator</i> and <i>Dialog Reports</i> .
text	1. A text is a dialog object that defines a text (e.g. an HTML text) in a dialog structure. 2. See <i>data type</i> .
text field	In <i>dialog modeling</i> , a <i>data item representation</i> .
time	See <i>data type</i> .
timestamp	See <i>data type</i> .
tool bar	A <i>dialog object</i> which is used to enhance access to program functions and to visualize program properties.
tree node	A node in a <i>tree view</i> . A tree node can have links to one or more other tree nodes. A tree node with other nodes below it is a <i>parent node</i> . A <i>child node</i> is below its parent node. A <i>sibling node</i> has the same parent node as another child node.
tree node handle	One or several <i>fields</i> that uniquely identify an occurrence of a <i>tree node</i> .
tree view	A <i>dialog object</i> that is used to display information in a hierarchy of <i>tree nodes</i> .

U

- UI Acronym for *User Interface*. See also *GUI*.
- UI component Synonym for *dialog object*.
- uistylr Program name used to start *Dialog Style Guide Setup* from the command line.
- unique key See *key*.
- user interface The portion of a program with which a user interacts. There are different types of such interfaces, namely command-line interfaces, menu-driven interfaces and *graphical user interfaces*.

V

- value control By value control is meant a control of the value entered by a user in a *field* in an *application*. The value is first controlled against the *data type* specified for the field (the *data element*). Then a *value control sentence* is activated (provided there is one), and finally an *event procedure* (provided there is one).
- value control sentence A value control sentence is used to control the value entered by a user in a *field* in an *application*.
- varchar See *data type*.
- vartext See *data type*.
- viewport A *dialog object* which is used to provide the application with a "canvas" in which other parts of the application may paint. This is used for graphics that cannot be automatically shown by Sysdul.

W

- window block A moveable and resizable *dialog object* which is used to group several other dialog objects.
- WinHelp Functionality A set of routines that can be called from *Sysdul* to support the Microsoft Windows help system, WinHelp.
- WinHelp Functionality is documented in the *Sysdul Client/Server Architecture* manual.

