

Modelling applications

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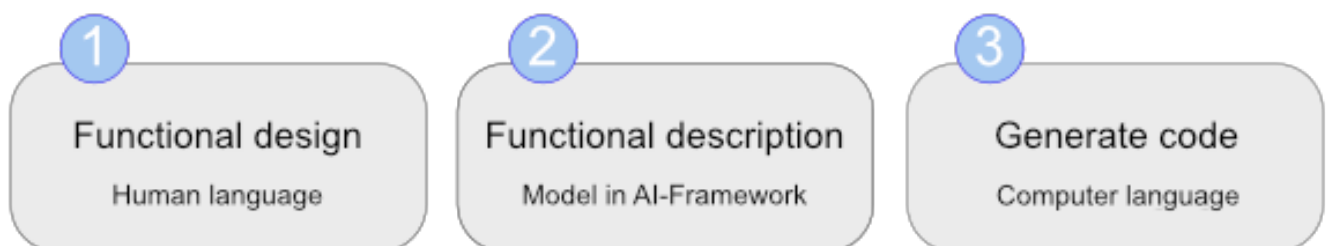
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Table of Contents

- [Modelling applications](#)
 - [Components of the model](#)
 - [More about the model](#)
 - [Categories in this chapter](#)

The AI-Framework is a programming model, in contrast to a programming language. The difference between the AI-Framework as a programming model and a programming language can be summarised like this:

1. Write a functional design (human language, details about how the software should function)
2. Tell the AI-Framework about this functional design (create the model by describing the functions)
3. Let AI-Framework do the coding (translate into computer code)



Traditionally programmers receive the functional design (step 1) and start coding (step 3).

With the AI-Framework, the functional design is described as a model (step 2). The painstaking coding is done by the AI-Framework (step 3).

Components of the model

The model exists of several main components.

- [Databases](#)
- [Forms](#) - Graphical User Interface (GUI)
- [Reports](#)

More about the model

More details about the model can be found here.

- [Object Oriented Development](#)
- Data in memory
- Integration
- You may also want to read [The AI-Framework in a nutshell](#), chapter 'The model'.

Categories in this chapter

Read a description of the categories in this chapter and go to that category, or straight to it's main article.

Category	Description	Cat.	Article
Databases	For processing data, The AI-framework connects to a one or more databases. The technical details can be found in "Building Applications". How the database is built up and how the attributes of the fields and their behaviour can be defined in the model can be found in the articles in this category.	Cat. ≥	Data bases
Forms	Forms provide a way of presenting data on the screen of a computer and asking input from the user. In the model of the AI-Framework many different options are available to present data and to allow input. How to model this is described in the articles in this category.	Cat. ≥	Form s
Resources	The programmer may want to use images or, for example, language files. These are available as resources	Cat. ≥	Reso urces

	and can be accessed from the model. How to make use of these in the model is described in the articles in this category.		
Programming	When programming in the AI-Framework, much is available, like properties, types, methods, collections and entities. How to use these in the model is described in the articles in this category.	Cat. ≥	Prog ram ming
Functions	The AI-Framework has many functions available for the programmer of the model, that make programming much easier. Examples are functions to export data to Excel or functions to manipulate directories on a drive. The articles in this category describe how to use these in the model.	Cat. ≥	Func tions
Reports	The model programmer of the AI-Framework has many ways of reporting data at his disposal. Reports are representations of data on paper, in digital format or for example by email. How this is achieved can be read in the articles of this category.	Cat. ≥	Repo rts
Performance	The model is very suitable for efficient software building. It is also possible to write inefficient software, which uses more resources and time and processor capacity than needed. The articles in this category help using the building blocks efficiently that are available in the AI-Framework.	Cat. ≥	Perf orma nce
Custom implementations	The AI-Framework offers almost unlimited possibilities to model software. Should there be need to increase functionality, then that is possible because the AI-Framework is flexible and extendible. Read more in the articles of this category.	Cat. ≥	Cust om i mple ment ation s

Online URL:

<https://wiki-ai-framework.abstract-it.nl/article/modelling-applications-19.html>