EXAMPLES OF DIALOGUE PROCEDURE

The purpose of this appendix is to clarify how the various elements interact. This is done by showing in a number of examples how the interaction between the user and the system appear to the user. Since the main part of this interaction takes place within the dialogue window, other windows have not been mentioned explicitly.

It is important to bear in mind that the examples are intended only to illustrate some of the possibilities described in the dialogue procedure.

1. Example 1.
   1. The user knows the command code as well as the parameter and enters the entire command by direct information entry.

```
<COM2:PAR1=5,PAR2=10;
```
2. An acceptance output is displayed and the system is ready for the next input.

2. Example 2

1. The user knows the command code but not the parameters. He enters a directive in the form of the command code.

2. A form output is displayed. The form is filled and entered. Note that the ready indication is not displayed during form filling. Values in square bracket [] are default values, which would be displayed with the form. User has option to alter that value.
3. Result acceptance output is displayed in the form of a result and the system is ready for the next input. Note that the output in this example is so spacious that the output window has increased at the expense of the other window.

3. Example 3

1. A spontaneous menu output is automatically displayed. The menu items refer to other menus on a lower and more specific level. The user chooses the associated selection identity.

2. A new menu output is displayed. In this case the menu items represent command code. The user selects the wanted command code by entering the associated selection identity.

3. A form output is displayed. The form is filled and entered by the user.

```plaintext
3. Example 3

1. A spontaneous menu output is automatically displayed. The menu items refer to other menus on a lower and more specific level. The user chooses the associated selection identity.

2. A new menu output is displayed. In this case the menu items represent command code. The user selects the wanted command code by entering the associated selection identity.

3. A form output is displayed. The form is filled and entered by the user.
```
4. An acceptance output is displayed together with the spontaneous menu. The system is ready for the next input.

4. Example 4

1. The user enters a directive in the form of a menu identity in order to shortcut to a certain menu.

2. A menu output containing items referring to other menus is displayed and a selection identity is entered.

3. The selection menu is displayed. The items in the menu represent command codes. The user recognizes the command code and then remembers the parameters. The entire command is entered directly. User can adopt some shortcut by entering directly by Menu 3 33. In latter case user would get the list of command codes without going through the intermediate menu.
4. An acceptance output is displayed and the system is ready for the next input.

5. Example 5

1. A spontaneous menu output is automatically displayed. The user already knows the command code and enters it.

2. This command requires two forms to be filled in. The first form output is displayed. The user fills in the parameters and enters the form.
3. The second form output is displayed and the user fills in the rest of the parameters and enters the forms.

4. An acceptance output is displayed together with the spontaneous menu. The system is ready for the next input.
Syntax diagram is a method of defining language syntax. A syntax diagram consists of terminal and non-terminal symbol boxes connected by flowlines. Here syntax has been defined by a series of syntax diagrams, each diagram defining a particular non-terminal symbol.
B.1 IDENTIFIER

B.2 COMMAND
B.3 COMMAND CODE
B.4 BLOCK OF PARAMETERS

1) Upper main branch valid only for block of position defined parameters.
2) Lower main branch valid for block of parameter name defined parameters.
B.5.1 POSITION DEFINED PARAMETER

B.5.2 PARAMETER NAME DEFINED PARAMETER
B.6 PARAMETER NAME

B.7 PARAMETER VALUE

B.8 PARAMETER ARGUMENT
B.8.1 SIMPLE PARAMETER ARGUMENT

B.8.2 COMPOUND PARAMETER ARGUMENT
B.9 GROUP OF COMPOUND PARAMETER ARGUMENTS.
B.10 OUTPUT OUTSIDE DIALOGUE

HEADER

ADDITIONAL INFORMATION

ALARM STATEMENT

COMMAND REFERENCE

IDENTIFICATION OF OUTPUT

TEXT BLOCK

END OF OUTPUT
B.11 HEADER

B.11.1 LAYOUT OPTION
B.12  CALENDAR DATE

SP - SPACE
B.13 TIME OF DAY

Diagram of the layout option with digits.
B.14 VARIABLE TEXT

B.15 ADDITIONAL INFORMATION

B.16 COMMAND REFERENCE
B.17 CLARIFYING TEXT

B.18 IDENTIFICATION OF OUTPUT
B. 19 TEXT BLOCK

B. 20 IDENTIFICATION PROCEDURE
B.20.1 READY INDICATION

B.20.2 PASSWORD

B.21 PROCEDURE EPILOGUE
B.21.1 END OF DIALOGUE

B.22 COMMAND ENTRY SEQUENCE
APPENDIX C
SDL
RDULT

COMMUNICATE WITH COMPUTATIONAL PROCESS

RESULT

RESULT WITH PROPER VALUE, USING VIDEO ATTRIBUTE

MORE DATA TO COME

DPE MODE USABLE

FINALIZE = "Y"?

LAST NEXT SET OF PARAMETER

CANCEL

DISPLAY COMMAND CANCELLED

TIME OUT

PARAMETER WITH VALUES

DISPLAY TIME OUT MESSAGE

SYNTAX ERROR

SYNTAX VALID

TAKE DEFAULT VALUES FOR OPTIONAL PARAMETER

DISPLAY ERROR

MCC CCRITICAL, NO VARIABLE

AC ERROR

TAKEN DEFAULT

DISPLAY ERROR

DISPlAY ERROR

DPE = DIRECT PARAMETER ENTRY