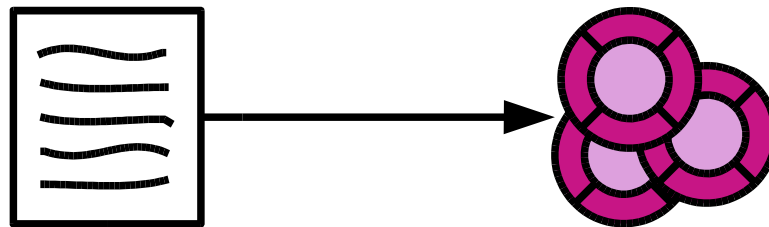


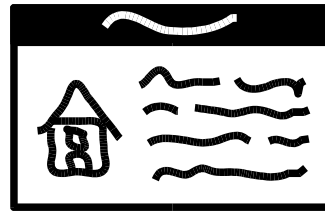
StepTalk Scripting Introduction



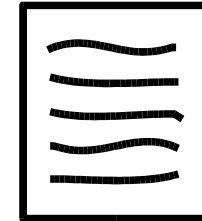
StepTalk Scripting Introduction - Legend



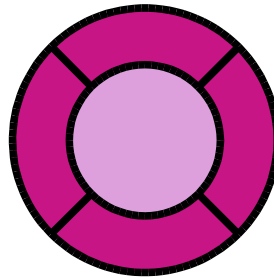
Human



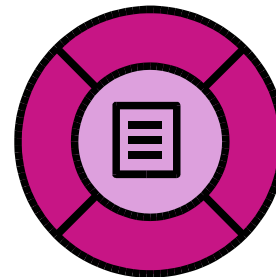
User interface, application, window



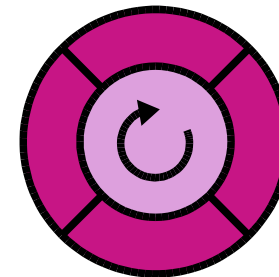
Script



An object



Model object



Controller object



Relationship



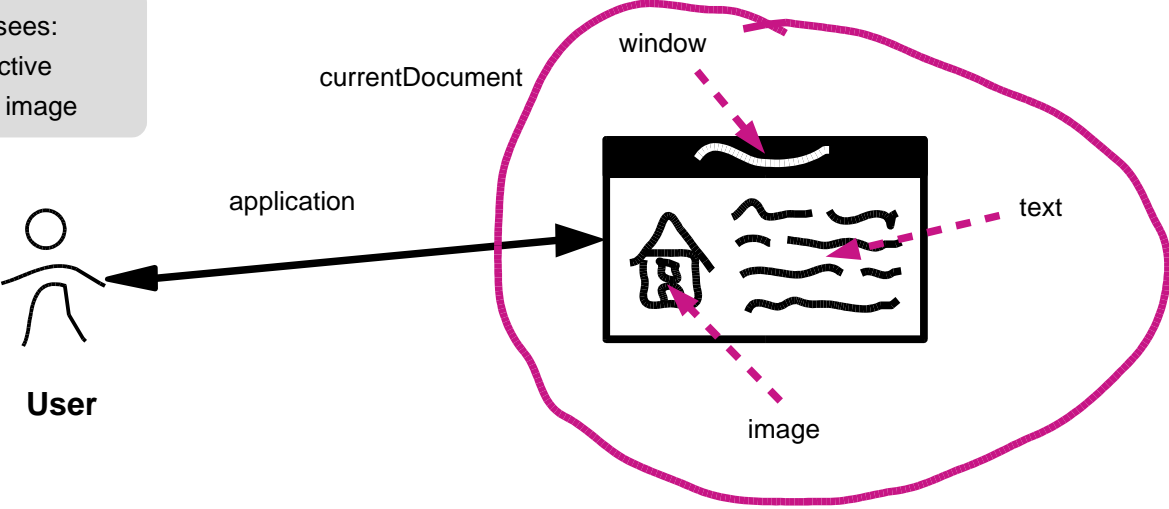
Bi-directional relationship



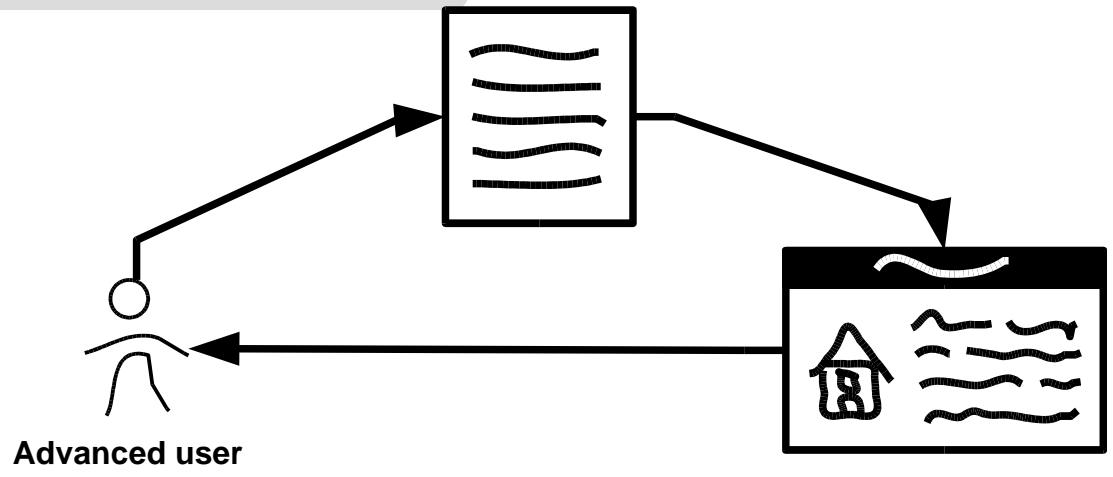
Temporary relationship

Before StepTalk Scripting

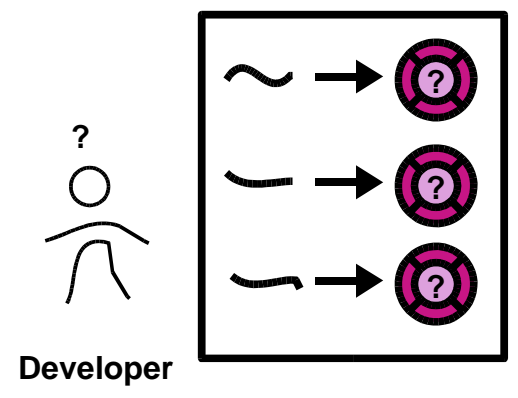
1 User thinks of and sees: current document, active window, application, image



2 Advanced user would like to talk to those objects, automate several tasks or create complex tasks that would take lots of time if done manually.



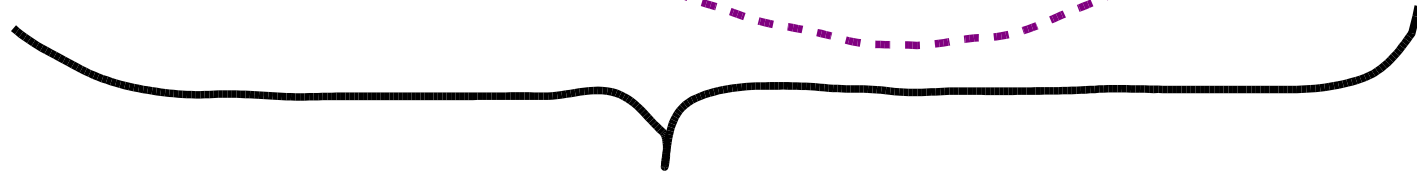
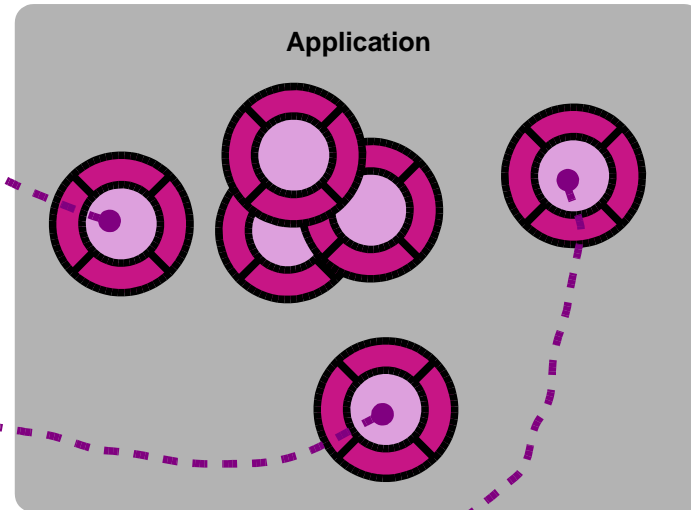
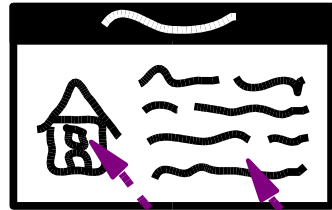
3 ... Therefore the developer has to map entities, that user needs to handle, to real objects inside the application.



Before StepTalk Scripting

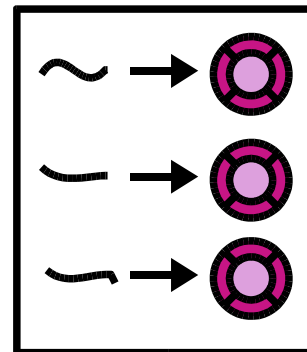
4

Each user-visible entity is somehow represented inside the application. Let us assume that each entity on the screen is a presentation of an object in the application.

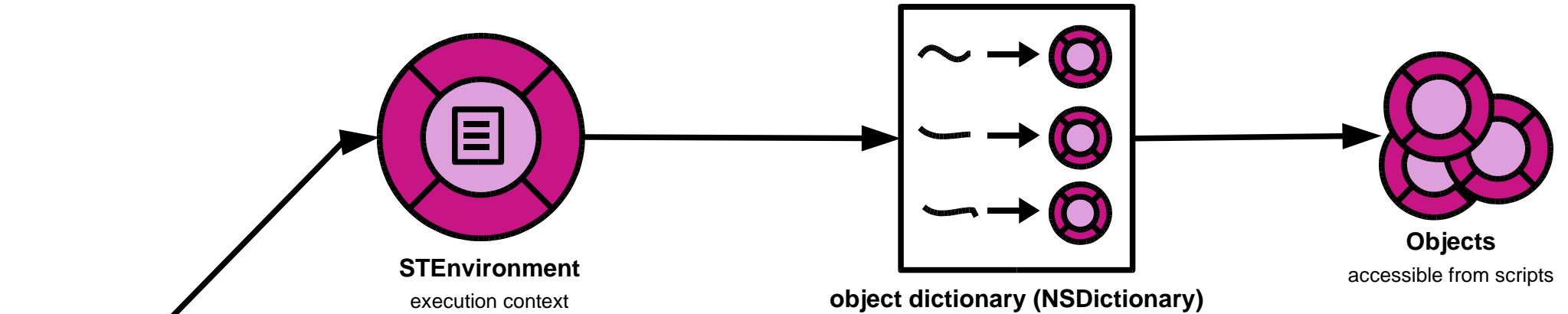


5

The developer prepares a mapping between words and objects inside a given context.



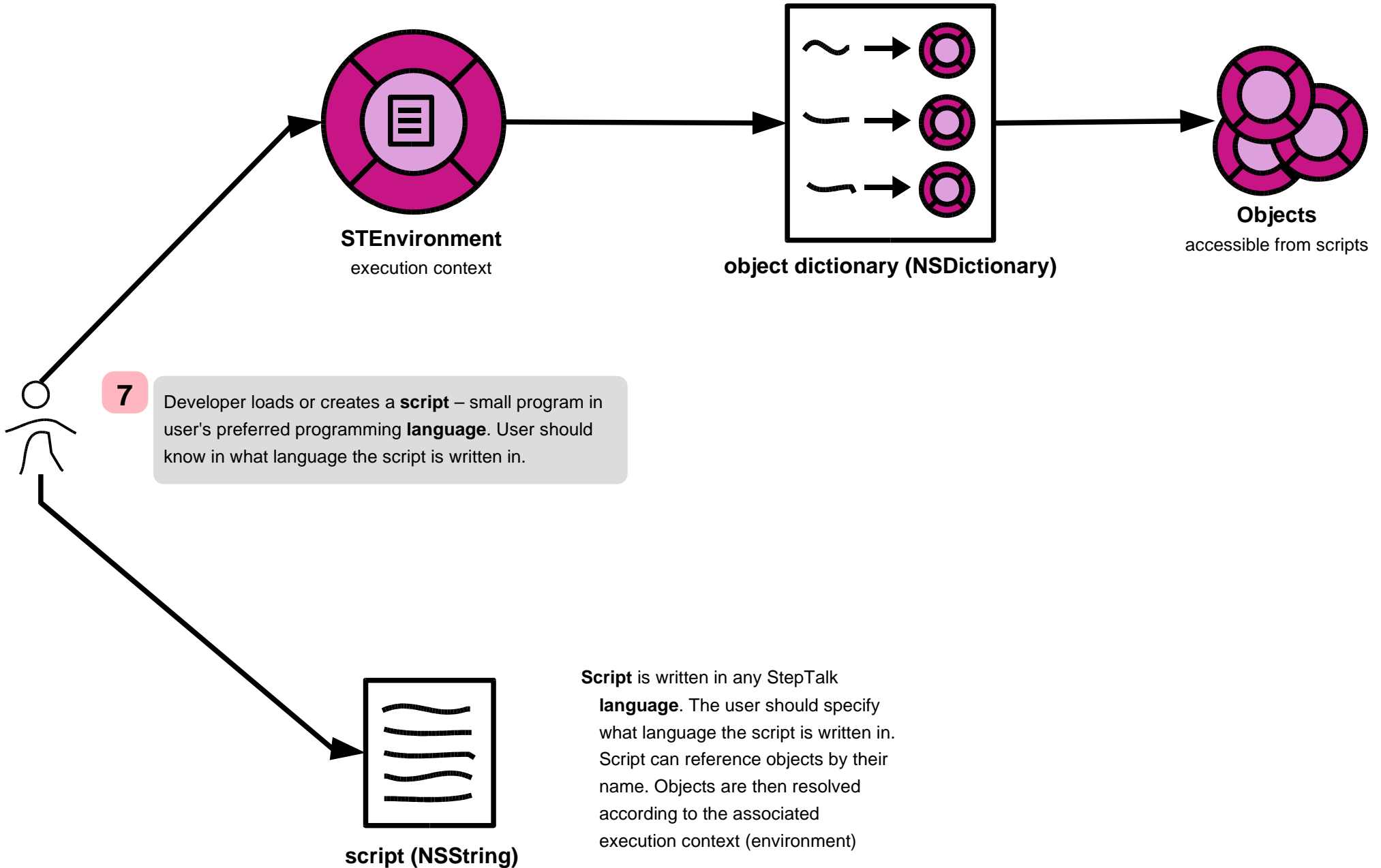
StepTalk Scripting



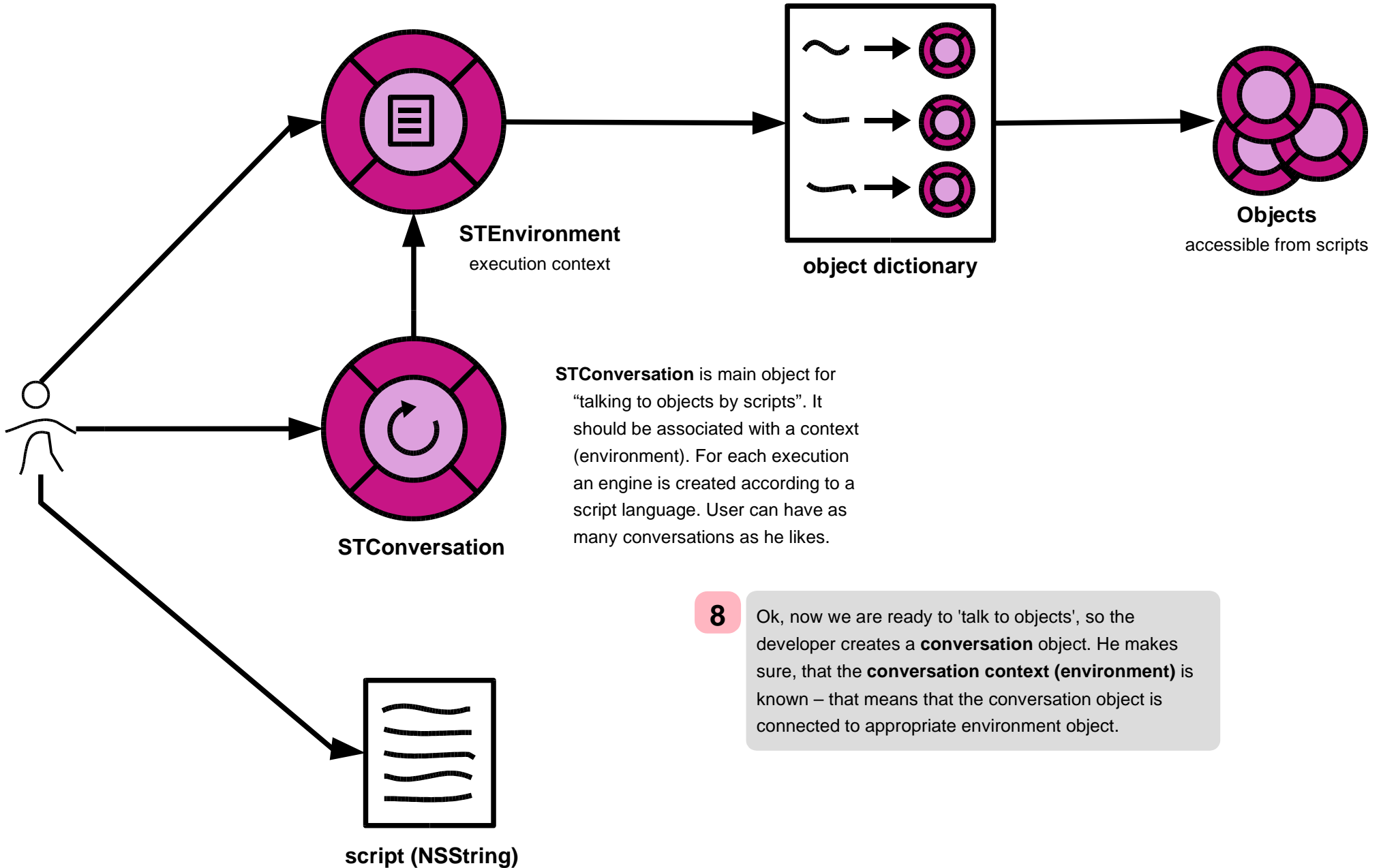
STEnvironment is a context that defines what is behind **object names**. User can create various environments, one for whole application, one for each document, etc. In the environment objects and classes from frameworks or modules can be included too. Also object finders can be associated for finding unknown objects or distant objects.

6 **Developer** knows objects what are available for scripting. He creates an **environment** (conversation context). This context will let the computer resolve object names. In other words, computer will know, what is meant by 'document', 'application' or 'selectedObject'.

StepTalk Scripting



StepTalk Scripting



8

Ok, now we are ready to 'talk to objects', so the developer creates a **conversation** object. He makes sure, that the **conversation context (environment)** is known – that means that the conversation object is connected to appropriate environment object.

StepTalk Scripting

