
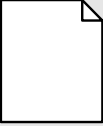
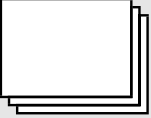
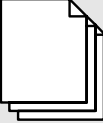
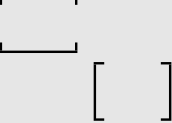
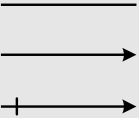

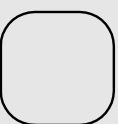



		<h1>Visual Vocabulary Quick Reference</h1>	
page		Pages are the fundamental unit of presentation on the Web, not (necessarily) a unit of implementation -- one page in your diagram may correspond to multiple HTML files (as in a frameset interface) or multiple units of code (as in a server-side include or database-driven implementation).	
file		Files are parcels of data without navigational properties. They are delivered to the user for use outside a Web browser environment (such as audio or video files, stand-alone documents like PDFs, or executables).	conditional area
page stack		A page stack indicates a group of functionally identical pages whose navigational properties are immaterial to the macrostructure of the site.	flow area
file stack		A file stack represents a group of files that receive identical navigational treatment and can be classified as a single entity (such as a collection of downloadable games or a library of PDF instruction manuals).	flow reference
continuation		Continuation points allow us to separate our diagrams into easily digestible sections, we use continuation points to bridge the gaps between sections. A single continuation point may list one or more sources or destinations as needed. The choice of orientation is a matter of the architect's aesthetic judgment.	concurrent set
connectors		Relationships between elements are depicted with simple lines. Connectors use arrows to convey directionality, indicating how the user will move through the system. We use a crossbar on the opposite end of the arrow to prohibit upstream movement.	decision point
conditional connectors		A conditional connector is used when a path may or may not be presented to the user depending upon whether one or more conditions are met. Conditional connectors use arrows to convey directionality, indicating how the user will move through the system. We use a crossbar on the opposite end of the arrow to prohibit upstream movement.	conditional branch
area		An area is used to identify a group of pages that share one or more common attributes (such as appearing in a pop-up window, or having some unique design treatment). Use labels to identify these attributes or (as with connectors), refer to notes elsewhere in the document if you have a lot to say.	conditional selector
iterative area		Iterative areas are used to represent architectures that involve repeating the same basic structure as it is applied to a number of functionally identical information elements. For example, you may have a product catalog in which each product has a number of pages associated with it.	cluster
			conditional area
			flow area
			flow reference
			concurrent set
			decision point
			conditional branch
			conditional selector
			cluster