

[0038] The above expression indicates the state which is represented by the software existence event in the consciousness space.

[0039] The traditional program takes, from the beginning, an execution-format logical structure. In other words,

5 the traditional software development ends up making a logical structure on which the computers should faithfully operate. The scenario function, however, takes a static structure. And, when this scenario function is made into a program and executed on the computer, the result to be obtained is the same as when the traditional program has been implemented. The structure of the scenario function is fundamentally different from that of traditional program.

[0040] The scenario function represents the one and only paradigm ruling the software event of the computer. In other words, any computer software can be realized by using this function. This, too, is the world-first one.

[0041] The Scenario function's expression method $\{\alpha\}$ indicates a congregation body of the grouping element α .

[0042] Explanation of the items of the Scenario Function

01. Definition of screen main W02 pallet having identifier

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k: $\Phi P\{Li, 2 | T1, f, 2\}k$

02. Definition of main W02 pallet having a screen identifier

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k: $\Phi P\{Li, 4 | T1, q, 3\}k$

03. Definition of the main W03 pallet (only one):

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$\Phi P\{Li, 3 | T1, g, 4\}$

04. T0 is a scenario function ruling the main pallets W02, W03, and W04

05. Scenario function ruling the subordinate pallet of the object file f, which occurs in the main W02 pallet:
 $T1, f, 2 = \Phi 1(\Phi P\{Li, 2\}f + \Phi P\{Li, 3\}f + \Phi P\{Li, 4\}f)$

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06. Scenario function ruling the subordinate pallet of the object file g, which occurs in the main W03 pallet:
 $T1, g, 3 = \Phi 1(\Phi P\{Li, 2\}g + \Phi P\{Li, 3\}g + \Phi P\{Li, 4\}g)$

07. Scenario function ruling the subordinate pallet of the object file q, which occurs in the main W04 pallet:
 $T1, q, 4 = \Phi 1(\Phi P\{Li, 2\}q + \Phi P\{Li, 3\}q + \Phi P\{Li, 4\}q)$

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The three kinds of the two-dimensional surface expressing the real space were discussed previously, and the pallets with the two-dimensional surface are expressed by the symbols W02, W03, and W04, respectively.

On the pallet, a base logic and a scenario function of the object file are installed.

The main and subordinate pallets take the same structure, but there are differences as follows.

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The number of words of main pallets W02, W04 having screen identifier k is the same as the number of words existing in the screen identifier k. The number of words of the main W03 pallet is the same as the number of words satisfying all the events. On the other hand, the number of the words of the subordinate pallets for W02, W03 and W04 are all the same, which equals to the number of all the words satisfying the object files. T0 is a program to process the on-line software event, and T1 is a program to rule the off-line software event. T1 can be assembled into T0 as shown by T0,

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whereas it can also be independent.

To mention a relative relation between Lye and the traditional program, the pallet can be understood as resembling the program.

However, the scenario function is a concept to grasp the software event, so it is a paradigm which can grasp one subsystem, one function, or one traditional program, or all existing software events, by the only one function.

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08. $\Phi 0$ is a program to control the execution order of the main pallet, and it is called a pallet chain function. Fig. 19 indicates its logical structure.

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09. Li, j is a program to be decided by the word identifier (i) and the pallet identifier (j), and it is called a tense control vector. Its structure is shown in Fig. 12, 13, 14, 16, and 17.

10. Φp is a program to group the tense control vector with j and k, and it is called a pallet function.