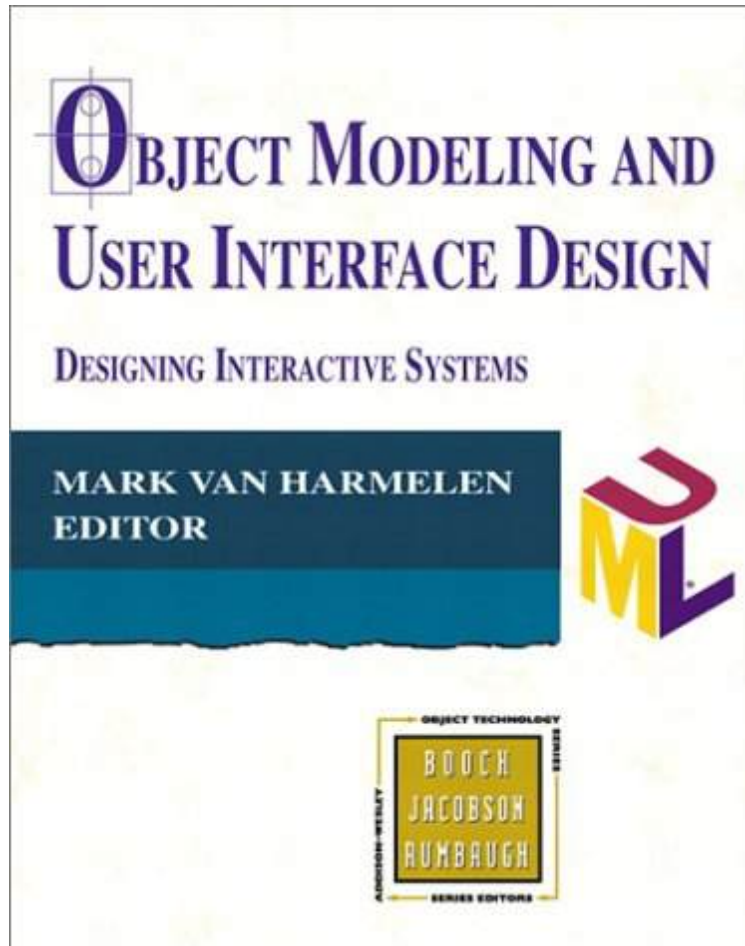


# Object Modeling and User Interface Design: Designing Interactive Systems

*By Mark Van Harmelen*



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