

RADRunner Terms

1. Playwright

The main terms in the Playwright language are:

Playwright Object

A type, instance, user, or other object created by RADRunner

Process Model

A related set of Playwright objects - for instance, Role and interaction types which implement a particular business process

Playwright World

A data store containing Playwright objects

Role Interaction Machine (RIM)

A virtual machine that operates the objects in a Playwright World - more than one RIM can operate on a particular Playwright World

User (also known as an Actor)

A person, machine or organisation to whom Role instances may be assigned

Role

An object used to define a related set of responsibilities and goals, via activities and conditions for manipulation/communication of its private data

Resource

A private data item within a Role

Interaction

A transfer of resources from one set of Roles to another

Activity (also known as an Action)

A set of work items executing under transaction control

Task (also known as an Action part)

A work item within an activity, interactive or automated, operating on resources of the owner Role

Condition (also known as a State)

A logical statement which controls the behaviour of a Role

2. RADRunner

Terms specific to the RADRunner application include:

Boss user

[The only user in a new RADRunner system](#), which acts as system administrator

Root Role (also known as 42)

The first instance of the [42 Role type](#) currently belonging to the boss user

Automated Role

A Role instance in which [automatable tasks](#) may be carried out by RADRunner without prompting for user input

Public Role

A Role type which, if known to 42, will be [available to every user for instantiation](#)

Entity Attribute

A data item of type String, Integer, Float, Boolean or Date

Entity

A data item which itself has no value, but which may contain entity attributes as well as sub-entities

Entity Component

An entity attribute or entity

Simple Condition

A logical statement based on entity attribute values and constants

Compound Condition

A logical statement based on the combination of simple conditions