

CPSC 203

Design Skills

Week 2 Lab2

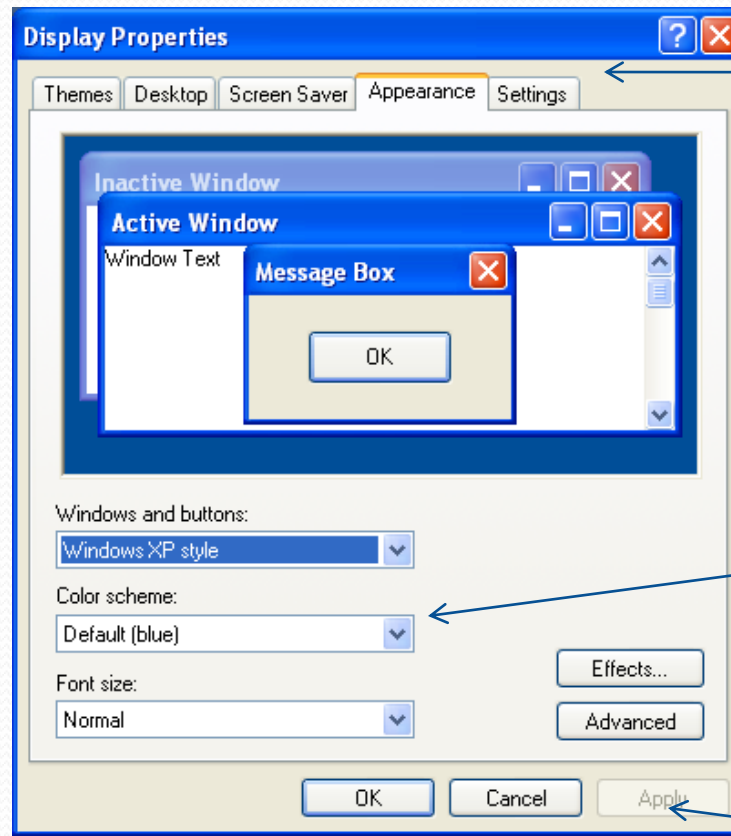
User Interface Design

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Principles for User Interface Design

1. Layout: series of areas, each is used for a different purpose.

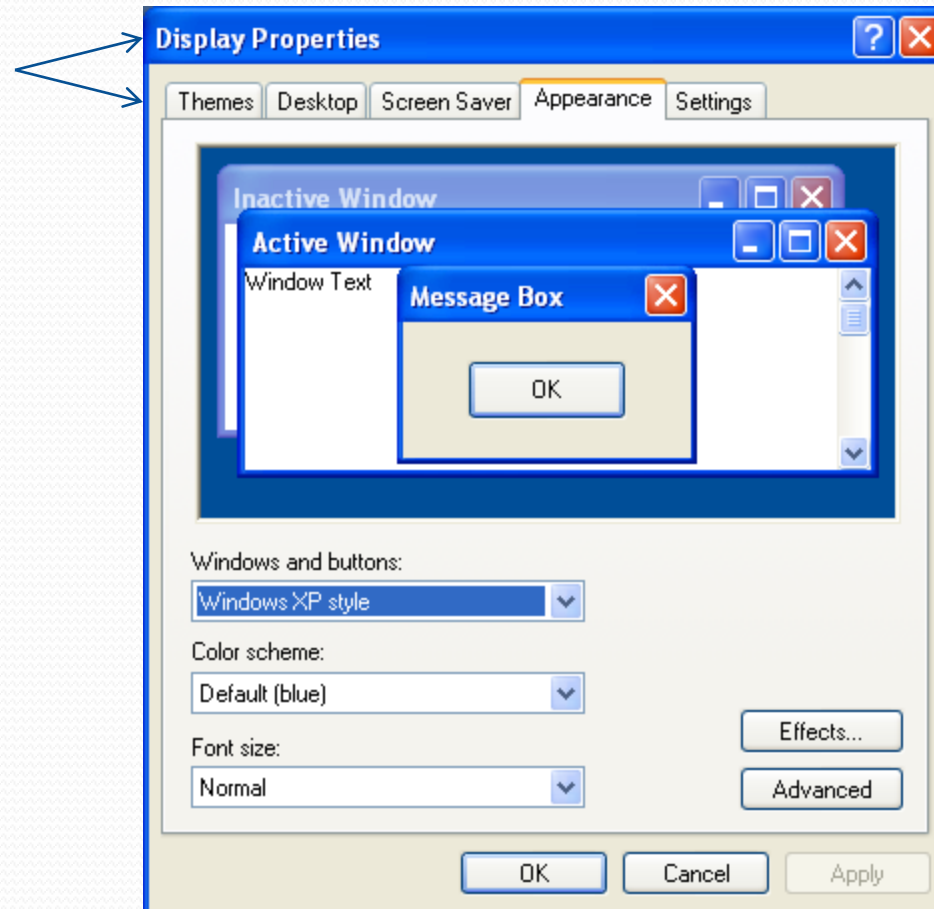


← Menu

← Input - Output


← Command buttons

2. Content Awareness: The user should be aware in which area in the program he/she in




3. Aesthetics: careful use of color, white areas, fonts

Create your Windows Live ID

It gets you into all Windows Live services—and other places you see 
All information is required.

If you use **Hotmail**, **Messenger**, or **Xbox LIVE**, you already have a Windows Live ID.
[Sign in](#)

Windows Live ID: @ 

Create a password:
6-character minimum; case sensitive


Retype password:


Alternate e-mail address:

[Or choose a security question for password reset](#)

First name:

Last name:




Country/region: 

State: 

ZIP code:

Gender: Male Female

Birth year:

4. User's experience:

- Trade off between ease to use and ease to Learn

5. Consistency:

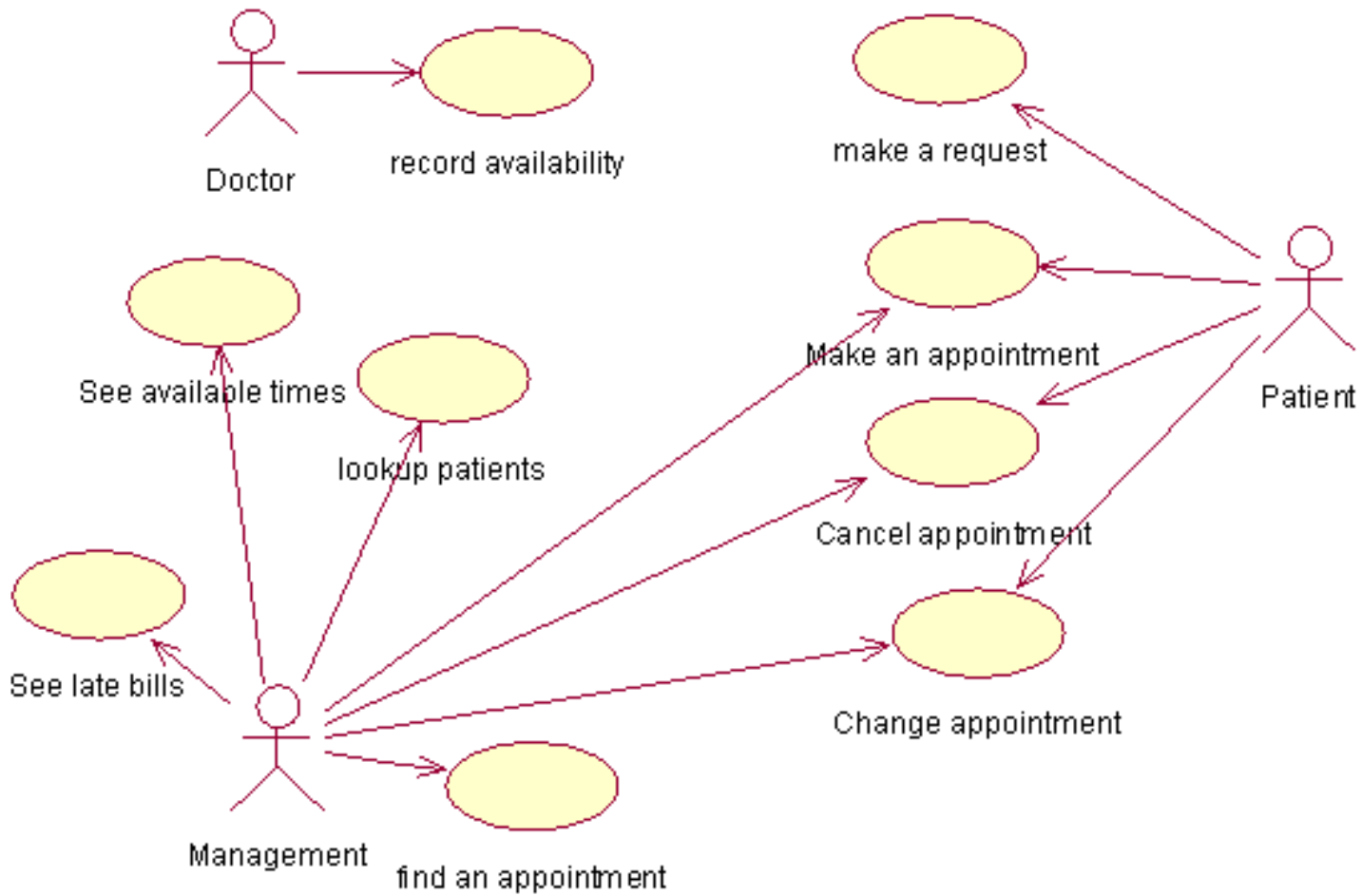
- You should use the same colors, fonts, schemes, etc.. along all menus of the same program.

6. Minimal User's effort:

- Use Combo box
- Use drop-down menus
- Limit user's input

Case Study

- Consider an appointment system in a clinic, where a patient can request to make an appointment to see a certain doctor at a specific time. Additionally, a doctor can use that system to record the timings where he would be available to see his patients. A receptionist can print schedule information for a specific day at that clinic.
- In one use scenario, a patient will make a request with the receptionist regarding an appointment with the dentist. The receptionist will look up the patient and check to see if the patient has any bills to be paid. The receptionist then will ask the patient whether he or she wants to set up a new appointment, cancel an existing appointment, or to change an existing appointment. If the patient wants to create a new appointment, the receptionist asks the patient for some suggested appointment times, which the receptionist matches against potential times available. The receptionist finally creates a new appointment.
- In another use scenario, a patient simply wants to cancel an appointment. In this case, the receptionist looks up the patient and checks to see if the patient has any bills to be paid. The receptionist then asks the patient for the time of the appointment to be canceled. Finally, the receptionist deletes the appointment.



Use scenario: Existing Patient Makes New Appointment

1. Patient requests appointment (1) and gives the receptionist their name and address (2).
2. The receptionist looks up the patient (3) and determines whether the patient has any unpaid bills (4).
3. The receptionist then asks the patient whether he or she is going to set up a new appointment, change an appointment, or delete an appointment (5).
4. The receptionist asks the patient for a list of potential appointment times (S-1, 1).
5. The receptionist matches the potential appointment times with the available times and schedules the appointment (S-1, 2).
6. The receptionist informs the patient of their appointment time (6).

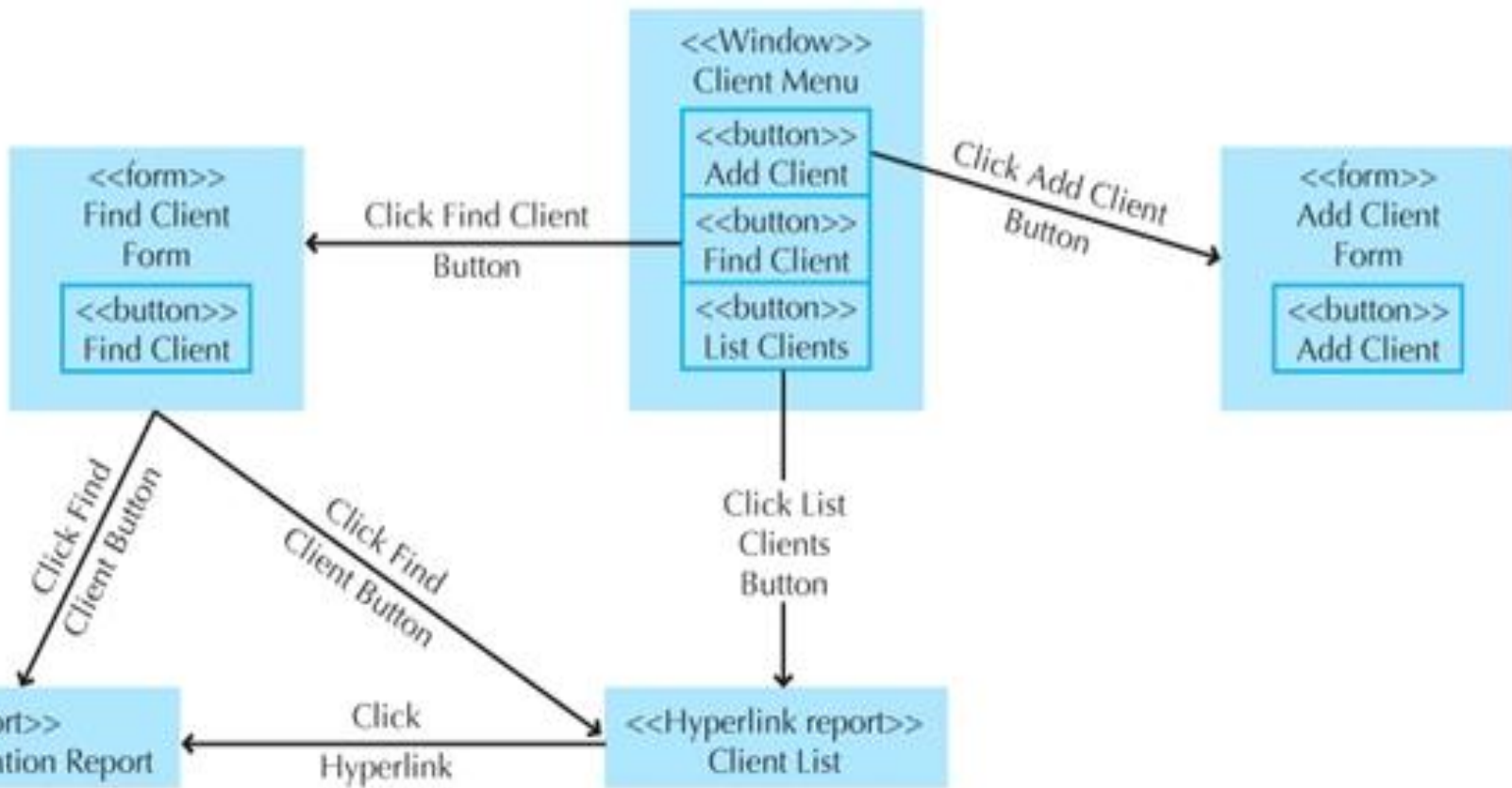
Use scenario: Existing Patient Cancels Appointment

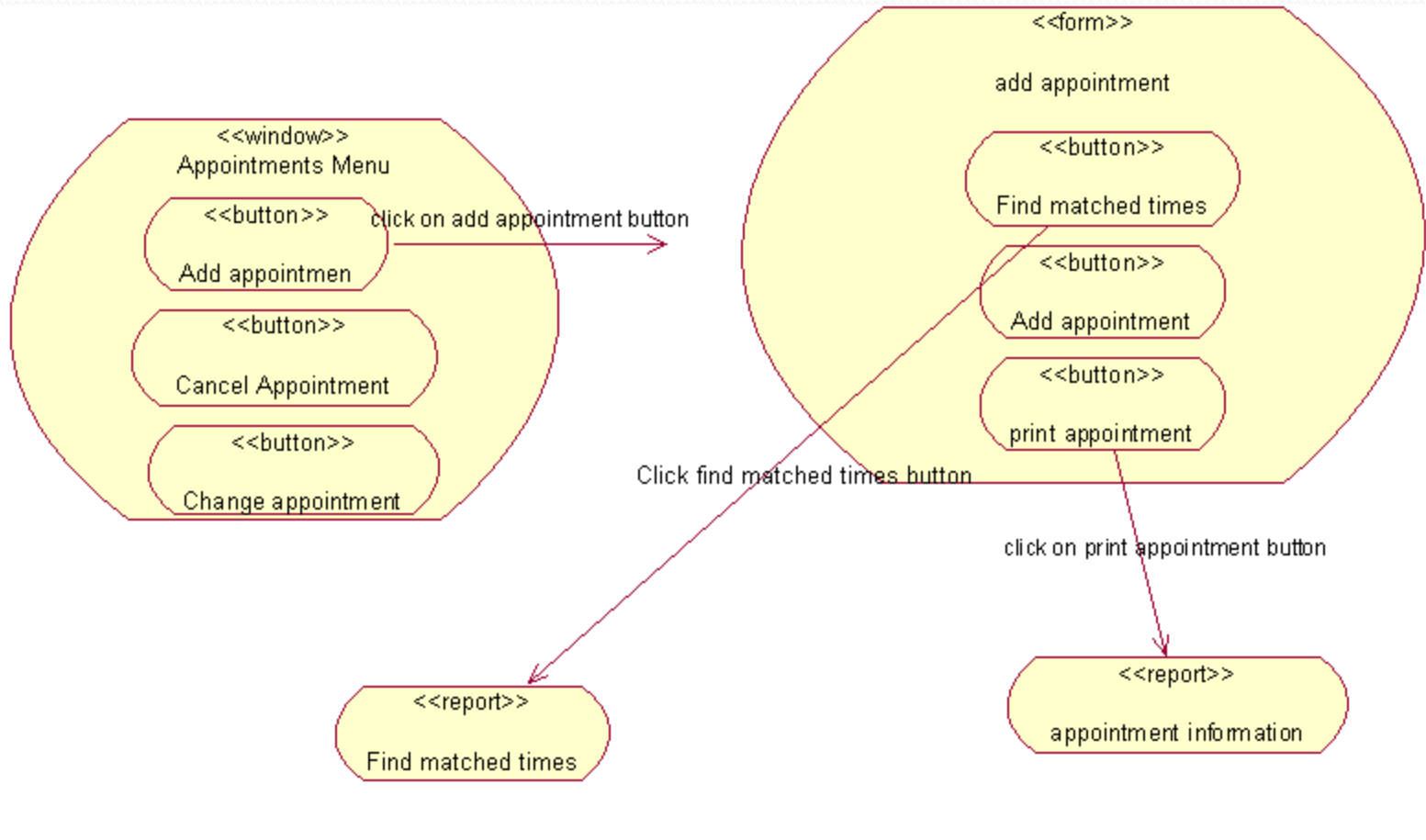
1. Patient requests appointment (1) and gives the receptionist their name and address (2).
2. The receptionist looks up the patient (3) and determines whether the patient has any unpaid bills (4).
3. The receptionist then asks the patient whether he or she is going to set up a new appointment, change an appointment, or delete an appointment (5).
4. The receptionist asks the patient for the appointment time to be canceled (S-2, 1).
5. The receptionist finds and deletes the appointment (S-2, 2).
6. The receptionist informs the patient that their appointment time was canceled (6).

The numbers in parentheses refer to specific events in the essential use case.

Interface Structure Design

- The interface structure defines the basic components of the interface and how they work together to provide functionality to users.
- A WND (Window Navigation Diagram) is used to show how all the screens, forms, and reports used by the system are related and how the user moves from one to another.
- In a WND, each state in which the user interface may be is represented as a box. Furthermore, a box typically corresponds to a user interface component, such as a window, form, button, or report.





Exercise

- Complete the WND for the appointment menu to add cancel appointment and change appointment forms.

Steps

1. Use Case Diagram
2. Scenarios
3. Window Navigator Diagram
4. Interface Design

Client	Appointment	Doctors	Help
Add Client Find Client List Clients	Add Appointment Cancel Appointment Change Appointment	Record Availability Change Availability Print Availability	Help About

Client	Appointment	Doctors	Help
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Add a new Client


Name

Sex Male Female

Phone

Address

Province 

Country 

Exercise

- Make an appropriate interface for the following:
 - Add an appointment form
 - Cancel an appointment form
 - Clients information report
 - Find a client form