

SWE 206

Lab13: Human Computer Interaction

Section 53

Semester 232

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student's contributions

Abdullah Al Abbas – 33%

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Task 1: Compare between Apple and Material Design guidelines

Component	iOS/iPadOS	Android
Buttons	Rounded rectangle shape includes text, icons, or both. Focus on simplicity, clarity, and sufficient contrast. Large touch targets for easy tapping.	Various types (text, contained, outlined). Ripple effect for feedback, customizable shapes, colors, and elevation.
Floating Action Buttons	No direct equivalent: primary actions placed in toolbars and tab bars. Emphasizes clear, tappable buttons.	Circular button with an icon, representing primary action. Floats above UI, can transform or extend for more options.
Lists	Managed using UITableView, highly customizable, supports images, text, and other elements. Smooth scrolling and transitions	Created using RecyclerView, flexible, supports various layouts and animations, handles large datasets efficiently.
Pickers	Uses modal or embedded views, spinning wheel interface for selecting values, includes date pickers and custom pickers.	Dialog-based or inline pickers for dates and times. Uses calendar interface for dates, clock face or input fields for time.

Task 2: [Figma Prototype](#)