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Instructions

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How is it?

9 responses

amazing

not bad

good

great

goood

amet is going to get 1st

7

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Today's agenda

- Total Recall
- Three-Layered Architecture
- Database Layer Design
- Discuss the task

Total Recall

What do you remember from the last session?

11 responses

primary key

fancy arrows

compose keys

enities

relationship

erd

uml

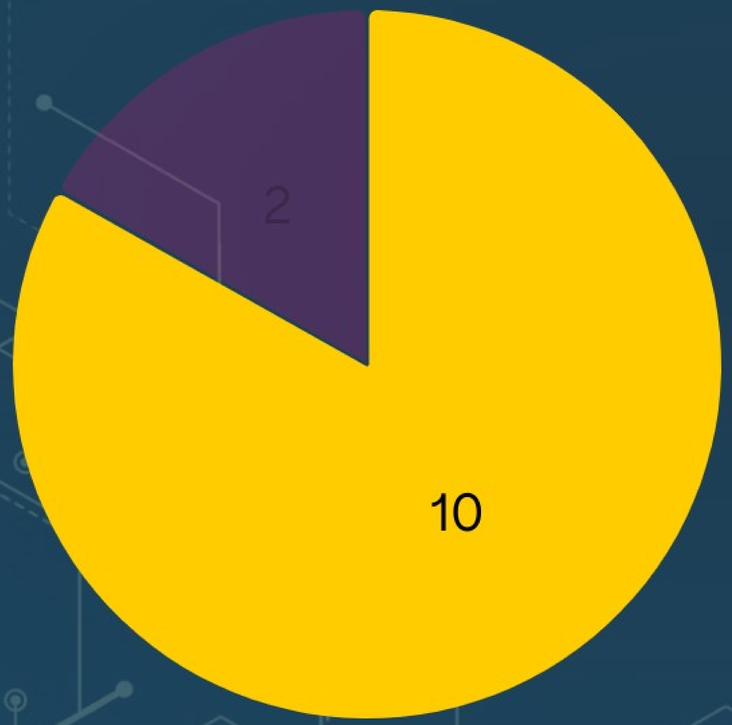
----------oe

pk fk compund comp-e key

relationships

8

Who is receiving requests in MVVM?



0	Model	×
10	View	✓
2	View-Model	×

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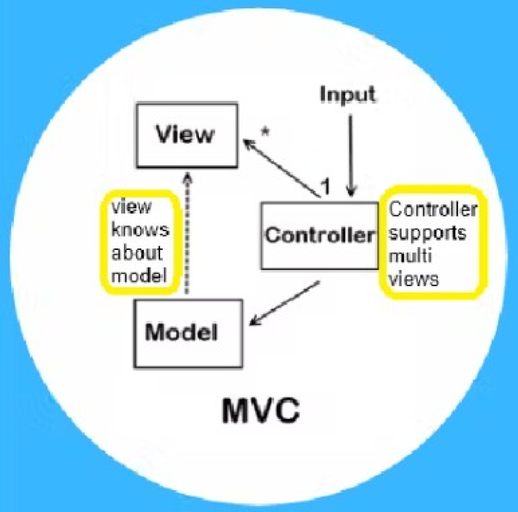
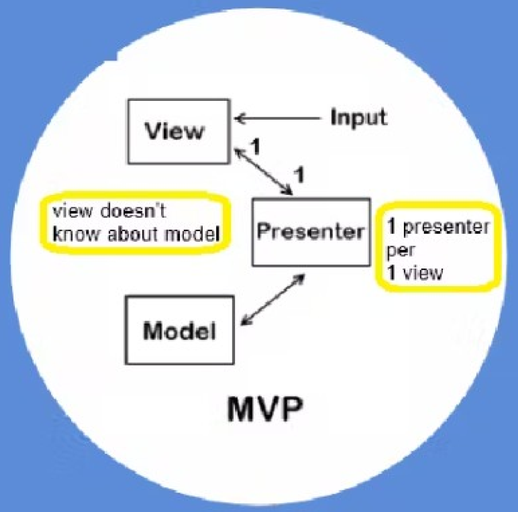
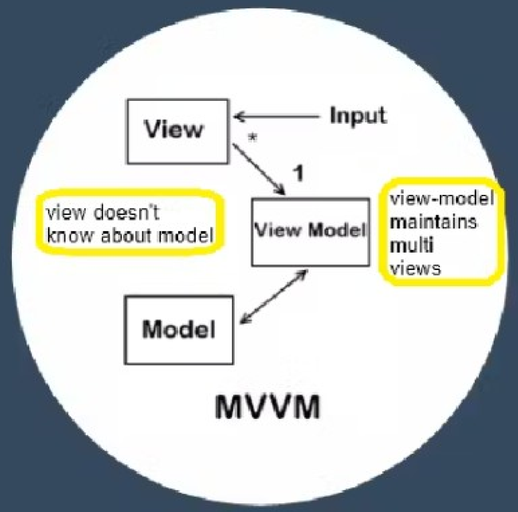
MVC VS MVP VS MVVM







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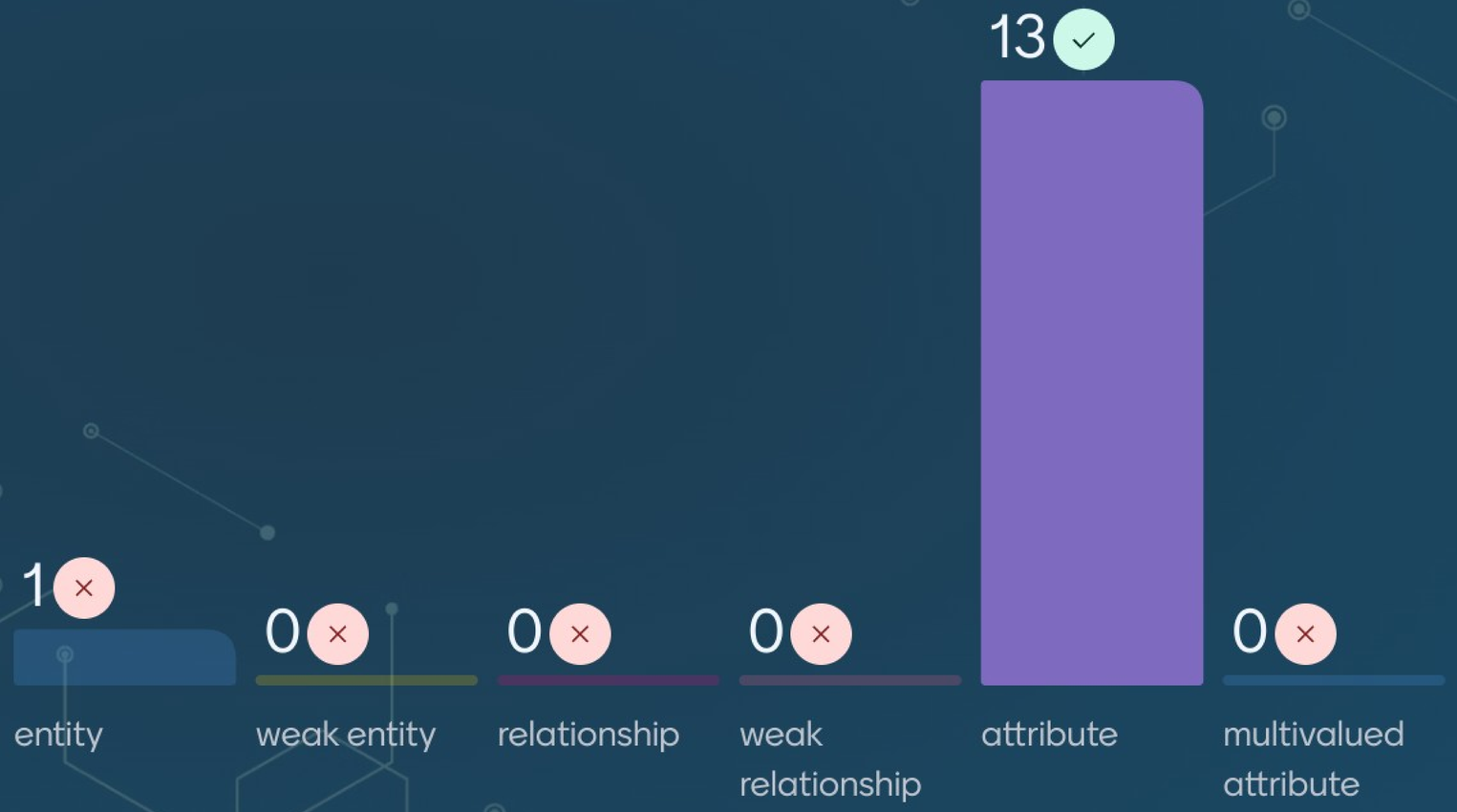
select correct meaning:



1 1 14

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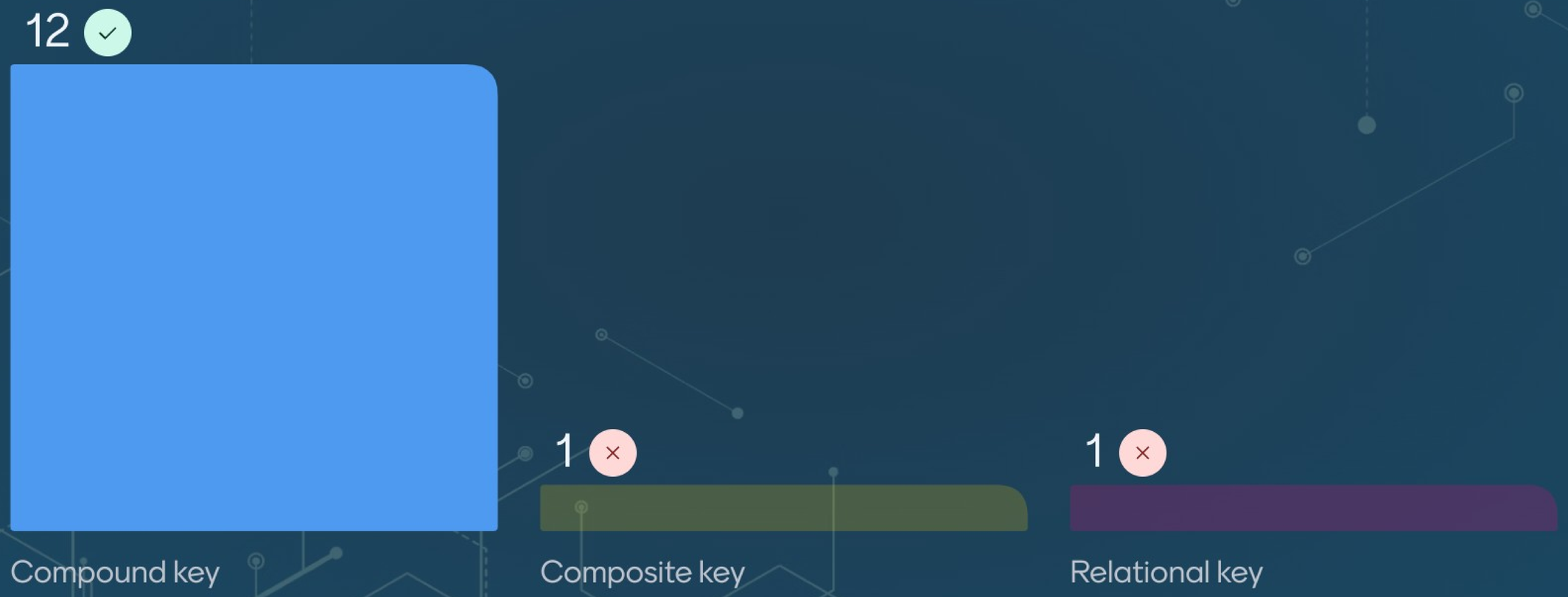
What is used when two or more primary keys from another entities are necessary to determine a unique entity?



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select all true:

1 14

Architecture Advanced (ws-04)

UID (UI\UX)

User Interface Design

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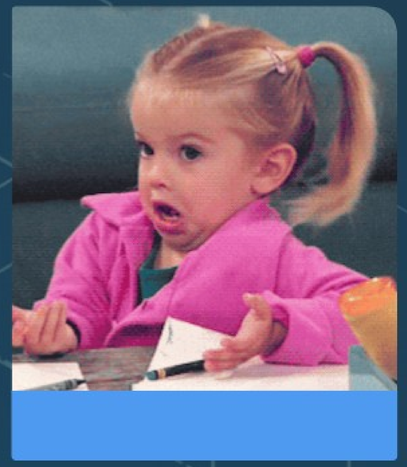
Have you started the theory of '**Web App Interface Design**'?

2



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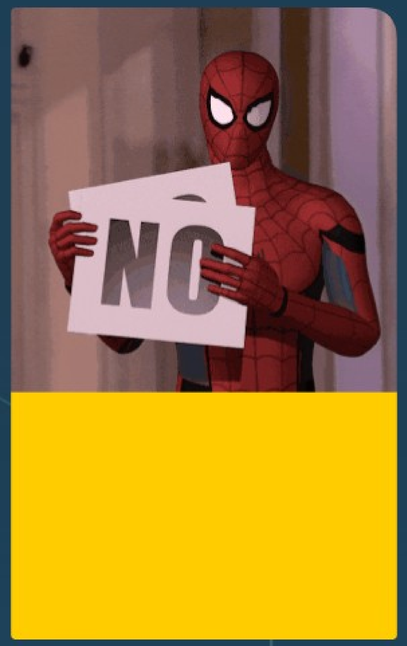

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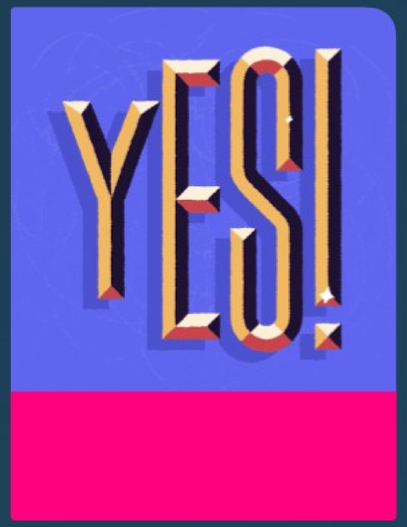

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14

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Explore ws-04

https://github.com/AndreiRohau/itpu-java-web-2025/tree/main/ws-04-architecture-advanced

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Quiz

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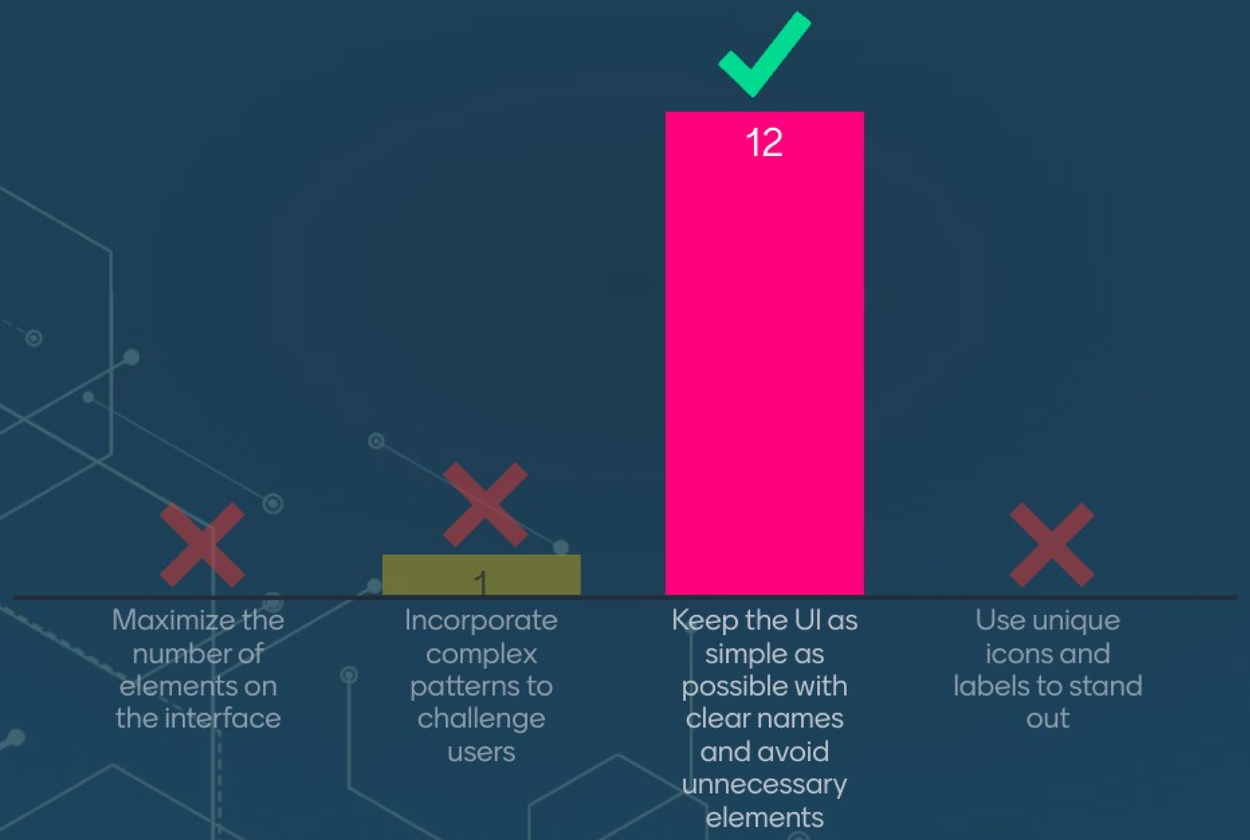
What is a **key principle in UI design** to ensure a great user experience?



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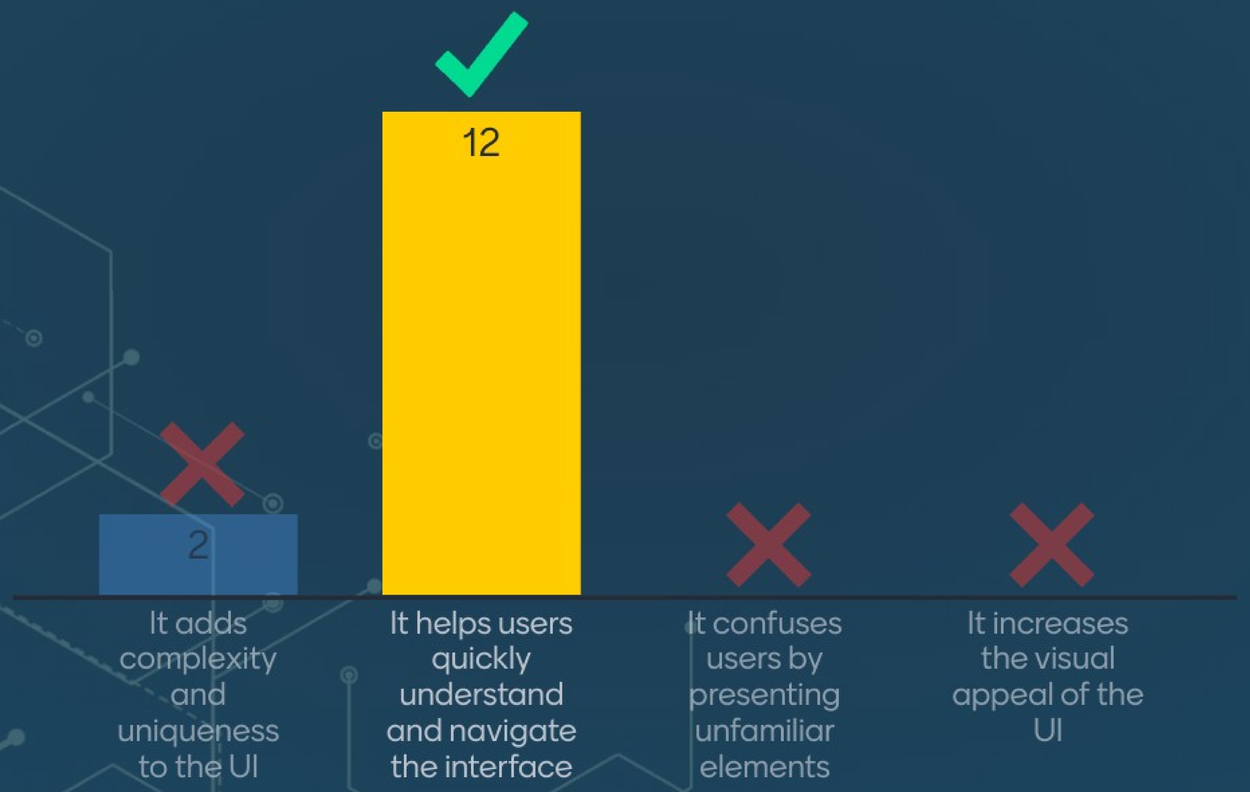
How does using **common UI** icons, labels, and patterns contribute to a positive user experience?



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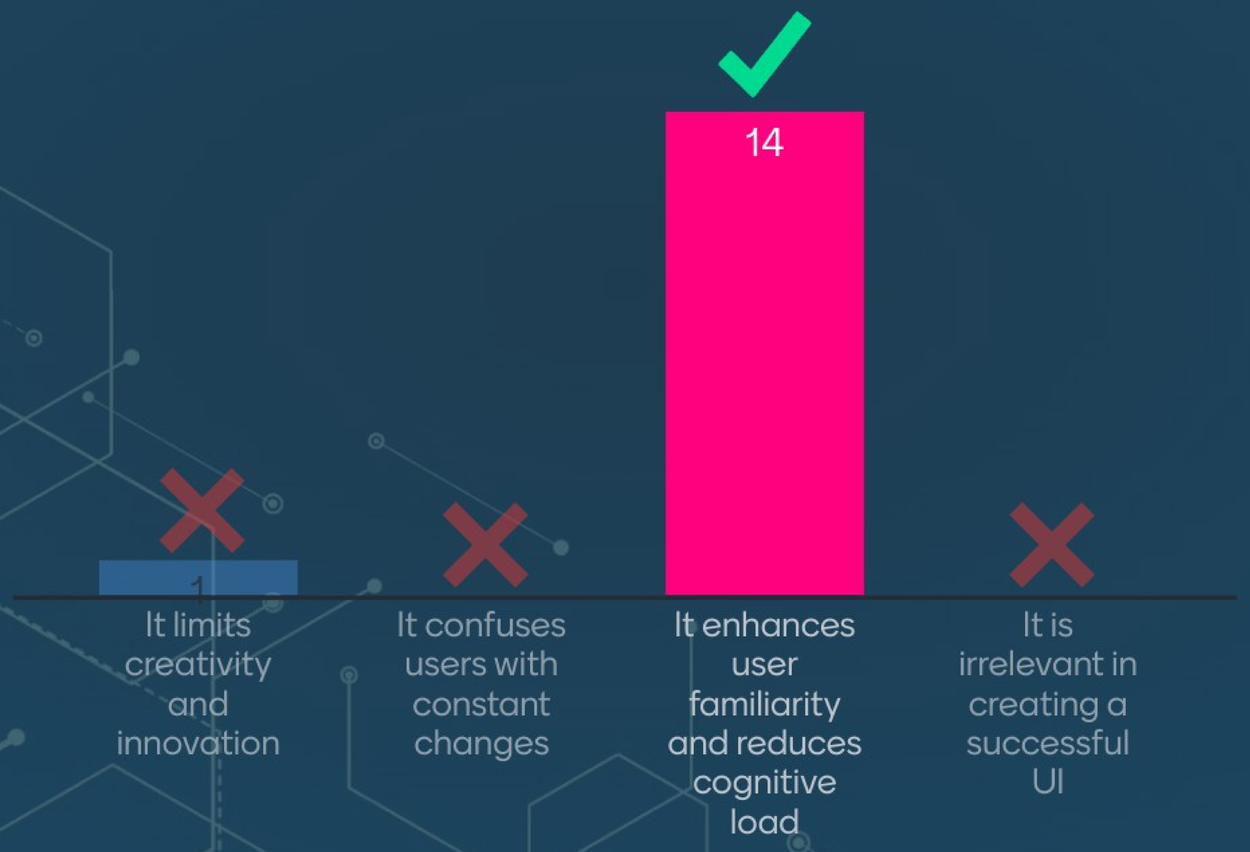
What is the **importance of consistency** in UI design?



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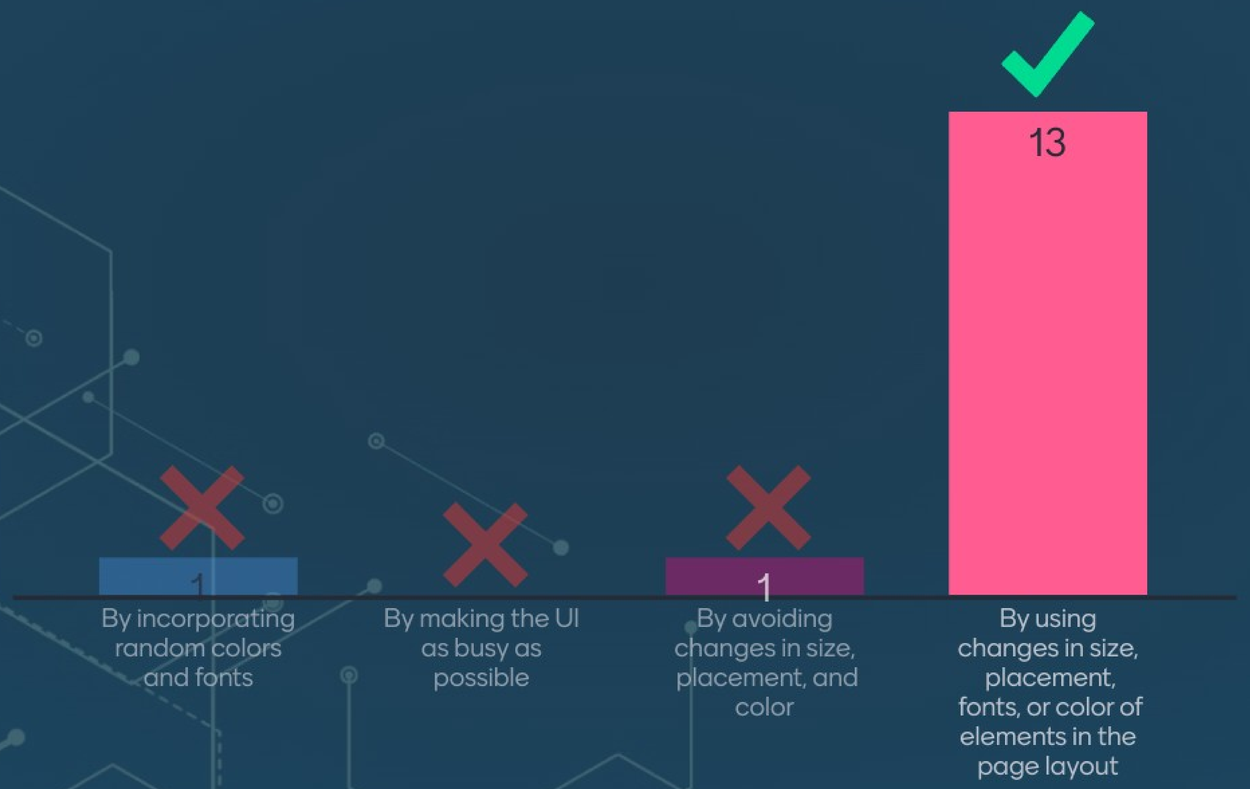
As of recommendations, how can UI designers **direct users' attention** effectively?

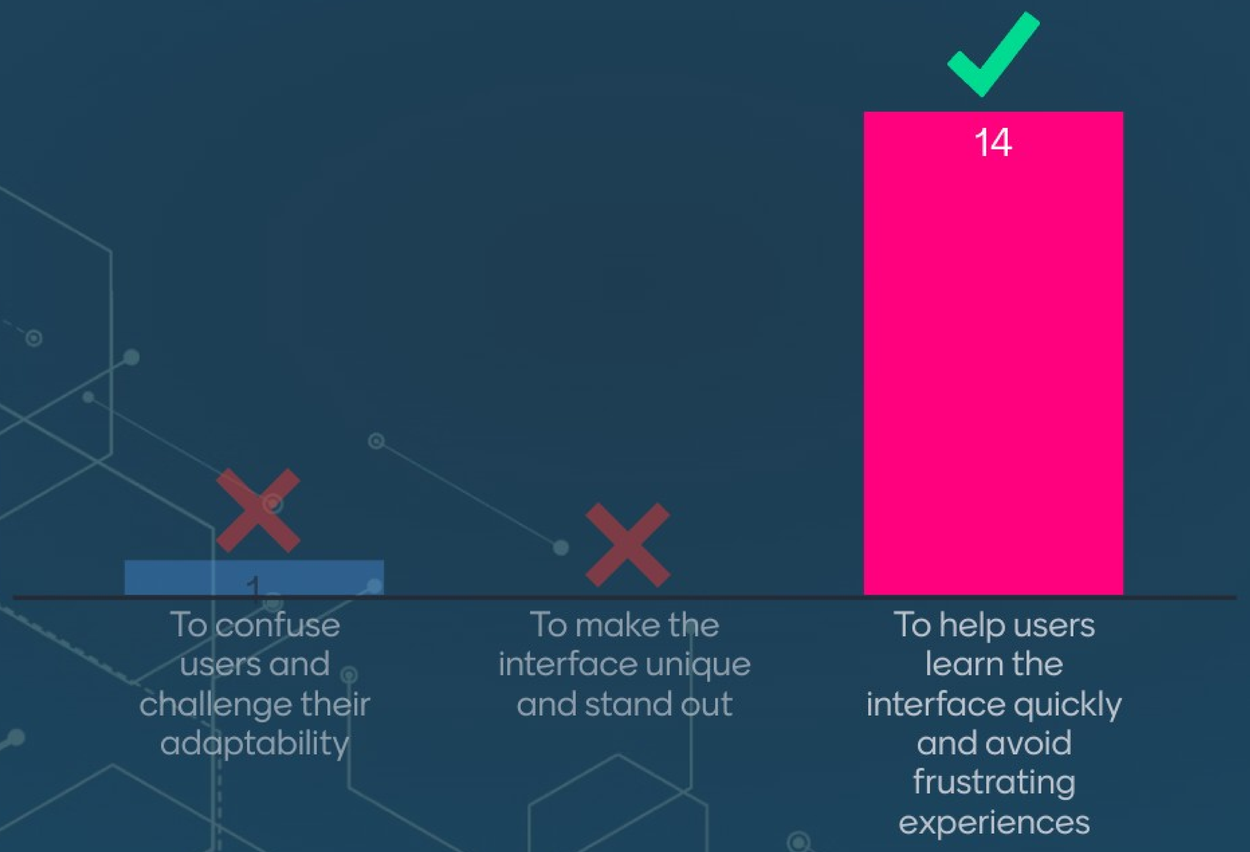


1 2 ?

Make UI as simple as possible

- avoid unnecessary elements
- give clear names
- use common UI icons, labels, patterns
- make use of what your visitors already know to help them get their job done quickly
- be consistent
- after creating a pattern, transfer it to other parts of the app
- make the best of the page layout, color, and typography
- direct users' attention with the help of changes in the size, placement, fonts, or color of the elements
- reduce the number of unnecessary actions from a user, such as filling out the forms or searching for information
- use default values to pre-fill the forms, reduce the number of clicks to get to the most popular pages

Why is it recommended **NOT** to reinvent UI patterns?



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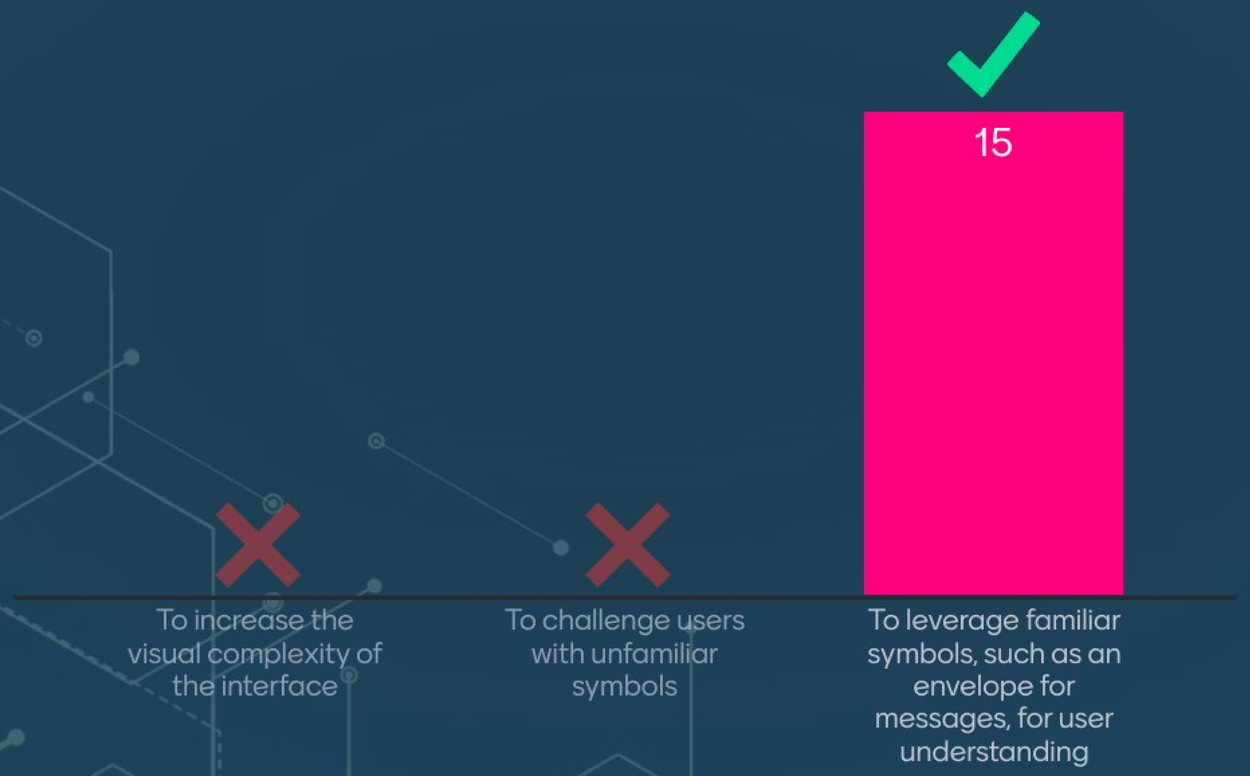
What is the **significance of using recognizable icons** in UI design?



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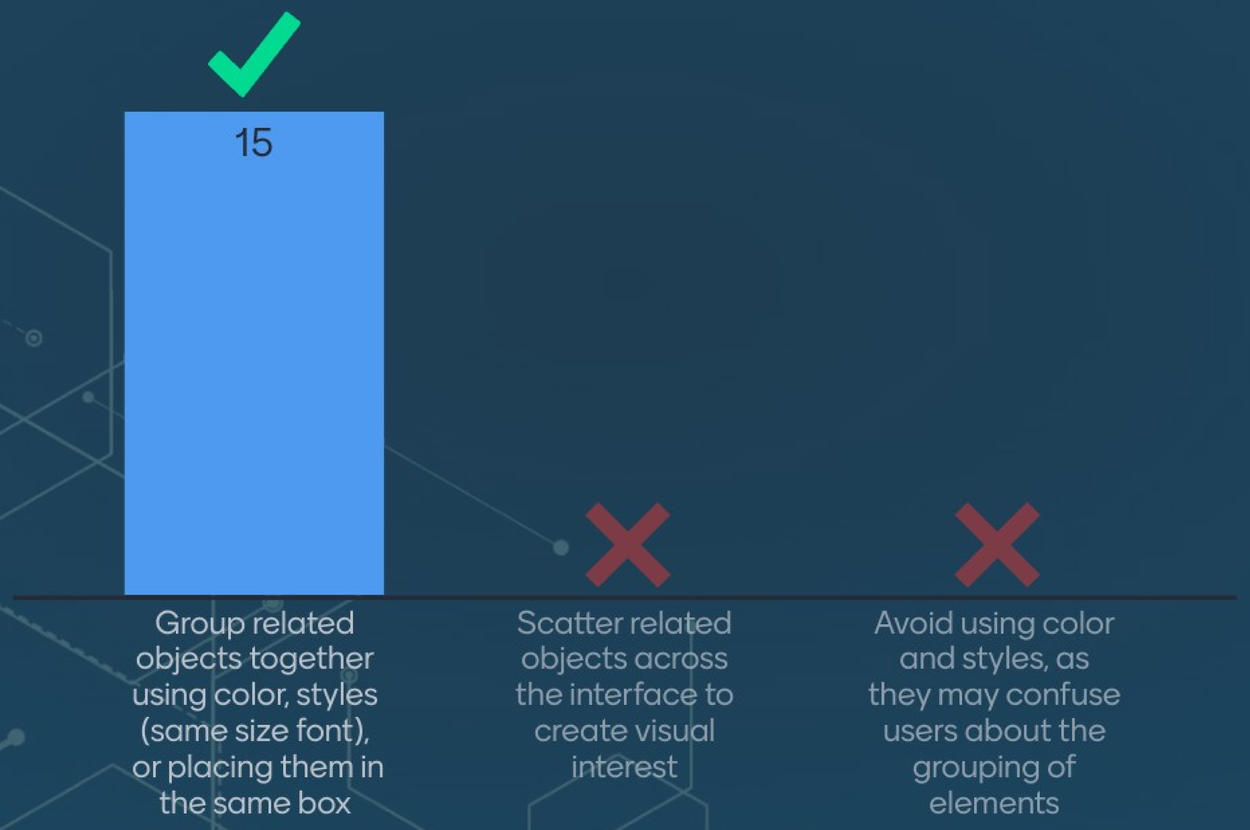
How can designers ensure users can **easily locate** controls or information in a UI?



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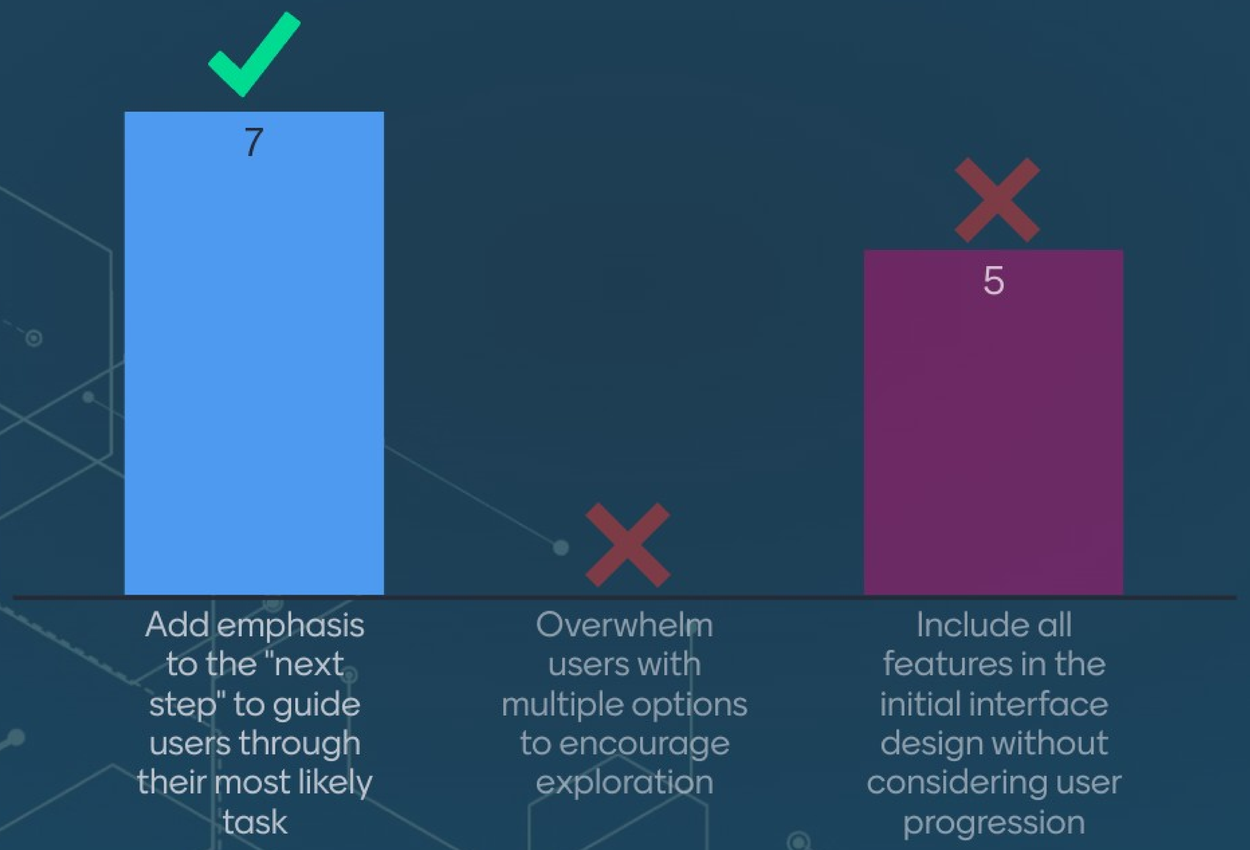
How can designers assist users in making decisions when encountering a new interface?



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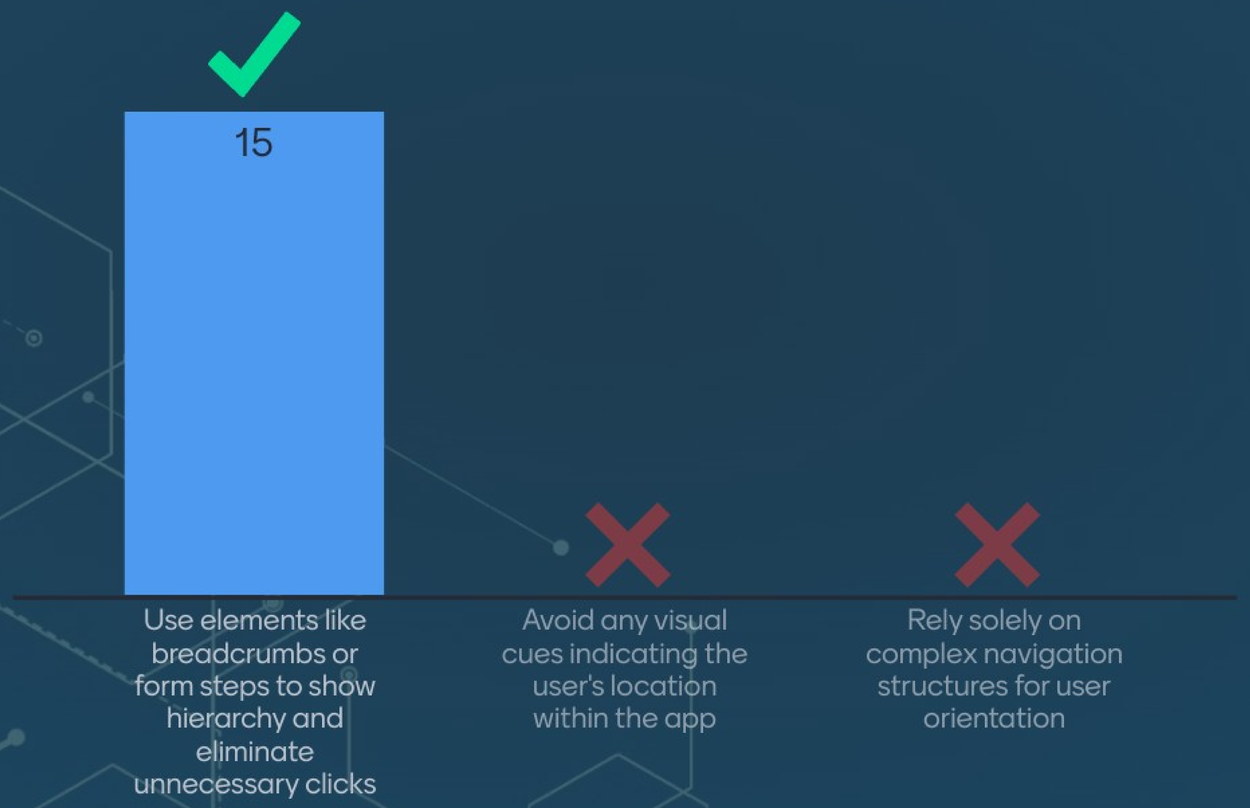
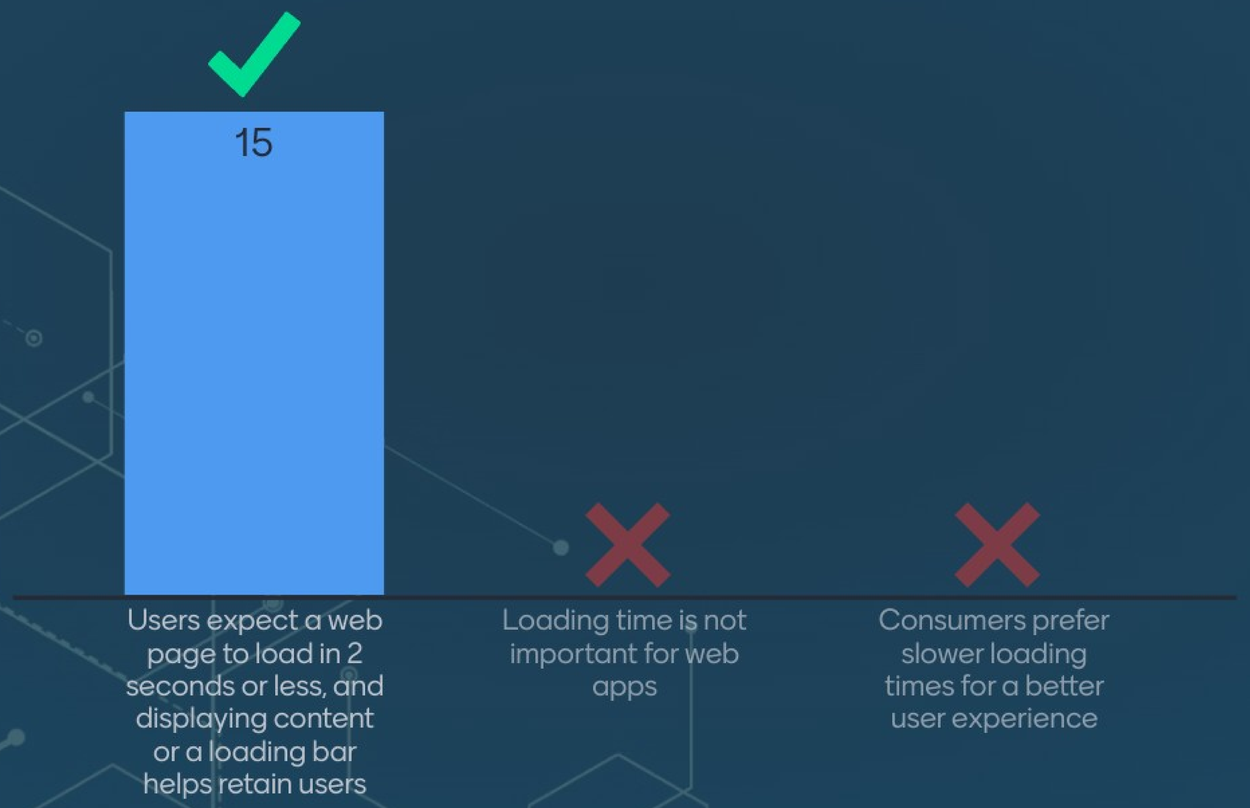
How can designers prevent users from getting lost in an app and enhance navigation?



How does optimizing loading time contribute to a positive user experience, based on the given information?



In a nutshell

- Don’t Reinvent Patterns
- Group Related Elements
- Less is better
- Plan Before Developing
- Provide Feedback
- Keep consistency
- Load quickly
- Focus on target users
- Use breadcrumbs
- Add info buttons

Quiz leaderboard

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Discuss the task

https://elearn.university.epam.com/courses/course-v1:UNIVERSITY+SE124_T3+1223/courseware/044040a3ecdf47bf965758eac25d3e57/52a998971fe740988bbf58e0e9029685/

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Figma quick start

https://github.com/AndreiRohau/itpu-java-web-2025/tree/main/ws-04-architecture-advanced

Next time: ORM. JPA.

Questions?

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