On open

Tossed Coin
Count A
Experiment C
Experiment D
Experiment E
View All Experiments

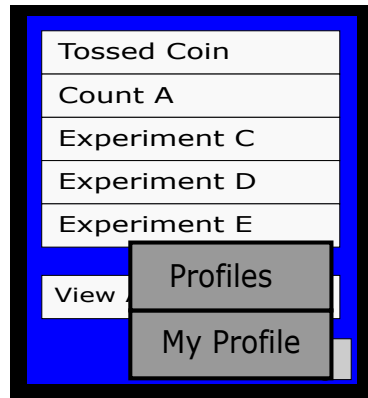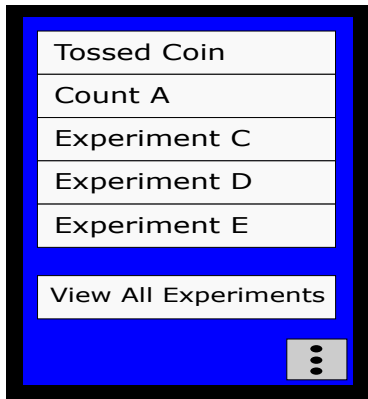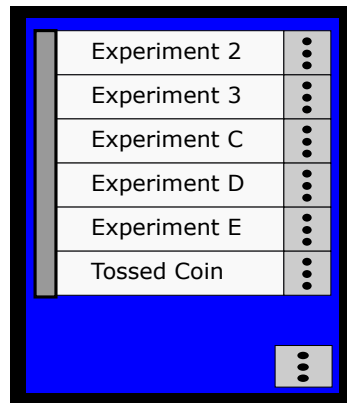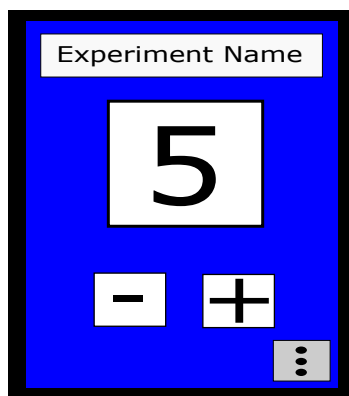| Tossed Coin |
|---|
| Count A |
| Experiment C |
| Experiment D |
| Experiment E |
| View | Profiles |
| | My Profile |

The user is able to view the experiments he has subscribed to, as well as the option to view all existing experiments. Upon clicking the options menu, the user may view his profile, as well as a list of all user profiles.

Name
Username: username
Contact Information: Contact Information that already exists and can be changed
Keyboard

A key input method in the application is pressing on an editable text box. Upon press, a keyboard raises from the bottom of the application allowing the user to edit text.

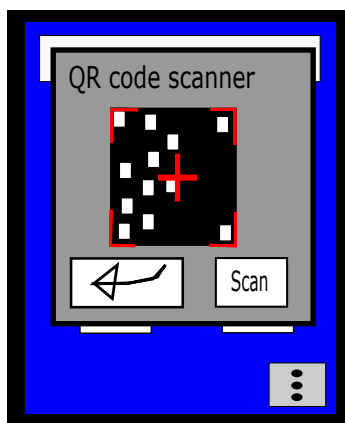| Experiment 2	⋮
Experiment 3	⋮
Experiment C	⋮
Experiment D	⋮
Experiment E	⋮
Tossed Coin	⋮

A defining element of the application is the display of a list of experiments, profiles, and trials. Next to these lists is a scrollbar indicating that in the application, the user may scroll down the lists.
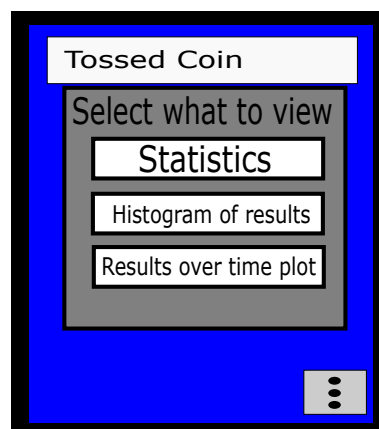
Experiment Name

5

− +

The application handles incrementation through button presses such as the -/+ buttons seen in this example

Tossed Coin

Trial 1	12
Trial 2	1
Trial 3	31
Trial 4	0
Trial 5	

Review Trials
Add Trial
Unsubscribe

Pop-up menus appear on the click of an option menu.

QR code scanner

| ✓ | Scan |

Every form of experiment allows the user to create and scan a qr code that performs an action related to the code's experiment type.

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Select what to view

Statistics

Histogram of results

Results over time plot

The application will allow for the display of graphs and histograms.

A common button throughout the application is the back button. It allows for the user to return to previous activities saved on a stack.

Another common button is the menu button. Upon pressing, a pop-up menu is displayed with buttons specific to the activity in which the menu button was pressed.