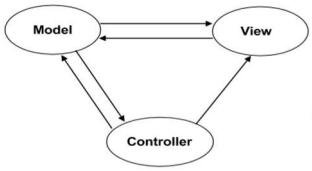
13. User Interface Design

MVC Architecture

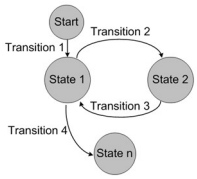
MVC = **M**odel **V**iew **C**ontroller



Note: these are components or modules, *not* states.

Model = stored info/database – changing display – represents **state**
View = information stored in the model subsystem to a graphical display
Controller = buttons, external peripherals – represents **events**

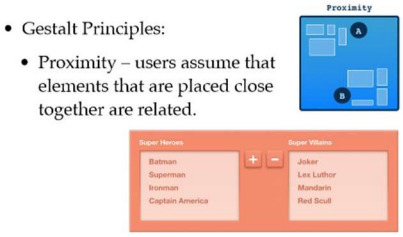
state – diagram

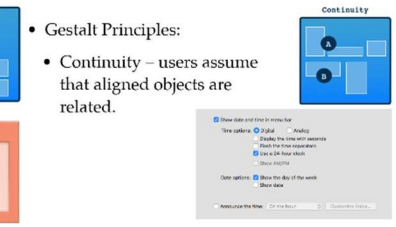


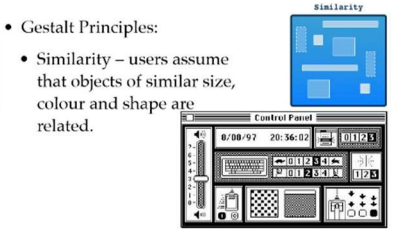
Circles = states, Arrows = events

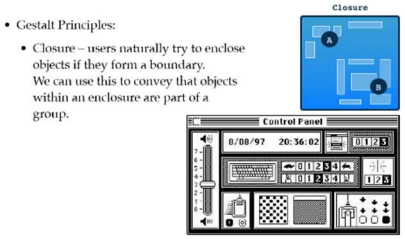
Layout - Gestalt Principles

- Proximity = elements close together are related
- Continuity = aligned objects are related
- Similarity = size/colour/shape are related
- Closure = objects enclosed together are related - boundaries









Navigation

- sequential steps

- response = clicking action (want to know something has happened)

Terminology

Short precise sentences/words e.g describing objects/stuff

Don't necessarily need instructions to be in words (universally understandable)