

ASU: SOW1 - Help Window Mock Ups

VERSION 7

Created on: Apr 24, 2009 11:06 AM by Mike W – Last Modified: Apr 24, 2009 2:05 PM by Mike W

The first mock is a result of the user opening help by pressing the Help Button in the toolbar on the left. A dialog that looks like a chat window opens in either a default location or the last location during the current session. This example shows more than one help item. In actuality, the first time it is opened it will be blank for a brief moment, while the help content is requested from the server. Subsequent help will be obtained by another click upon the Help Button, or the user typing a key word in the input at the bottom of the window (where it says "Help_").

FileEditPreferencesPhysicsScore

A spherical ball with a mass of 2.00 kg rests in the notch shown below. If there is no friction between the ball and the walls, what is the magnitude of the force exerted on the ball by wall1?

free body diagram

$m=2\text{ kg}$ is mass of ball
 F_g is force of gravity
 F_1 normal force on ball!
 $F_{g,y} = -m \cdot g$

HELP

What is the first principle application that you would like to work on? Hint: this principle application will usually be one that mentions the sought quantity explicitly. Therefore its equation may contain the sought quantity that the problem seeks.

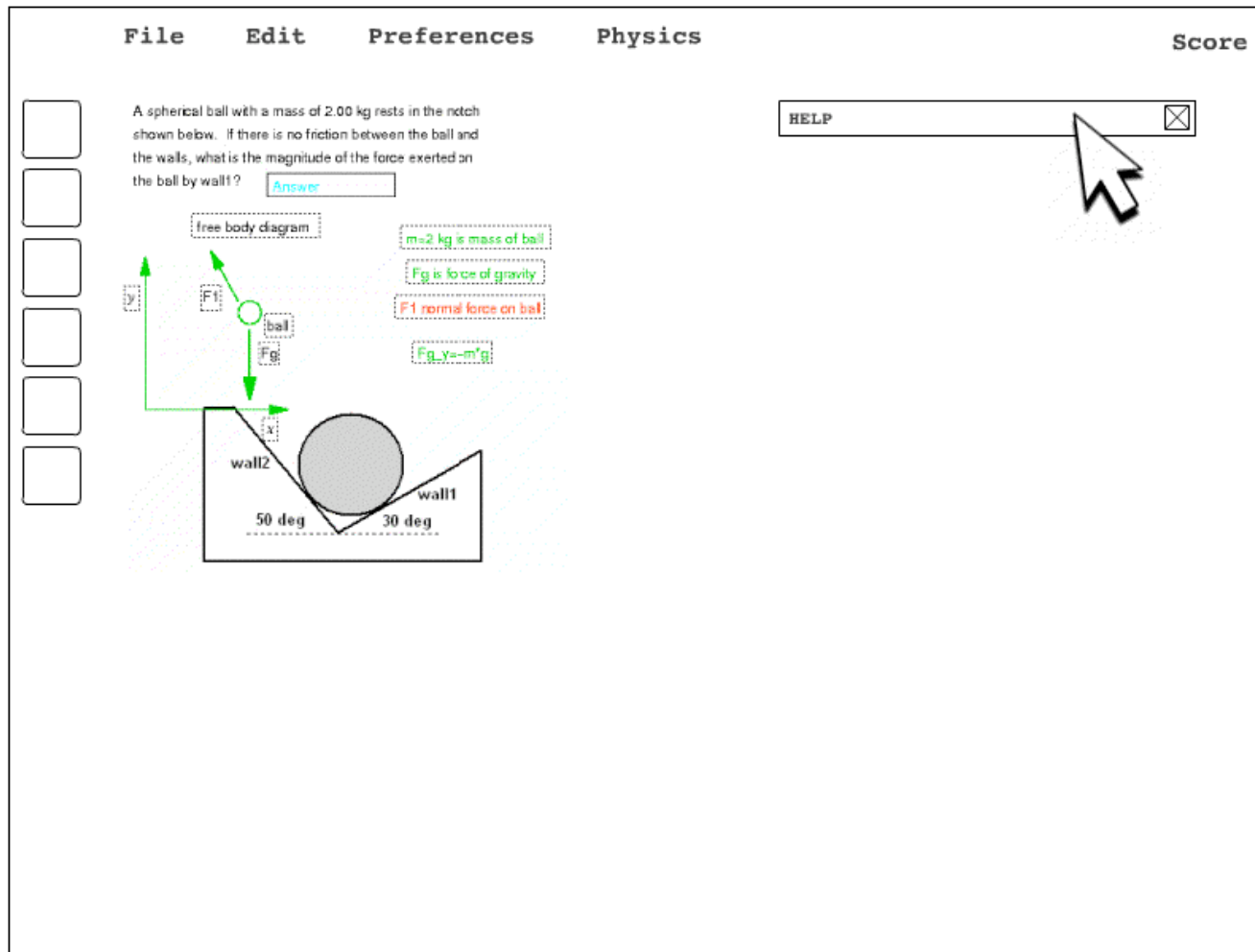
Explain Further

Now that you have stated all of the given information, you should start on the major principles. What quantity is the problem seeking?

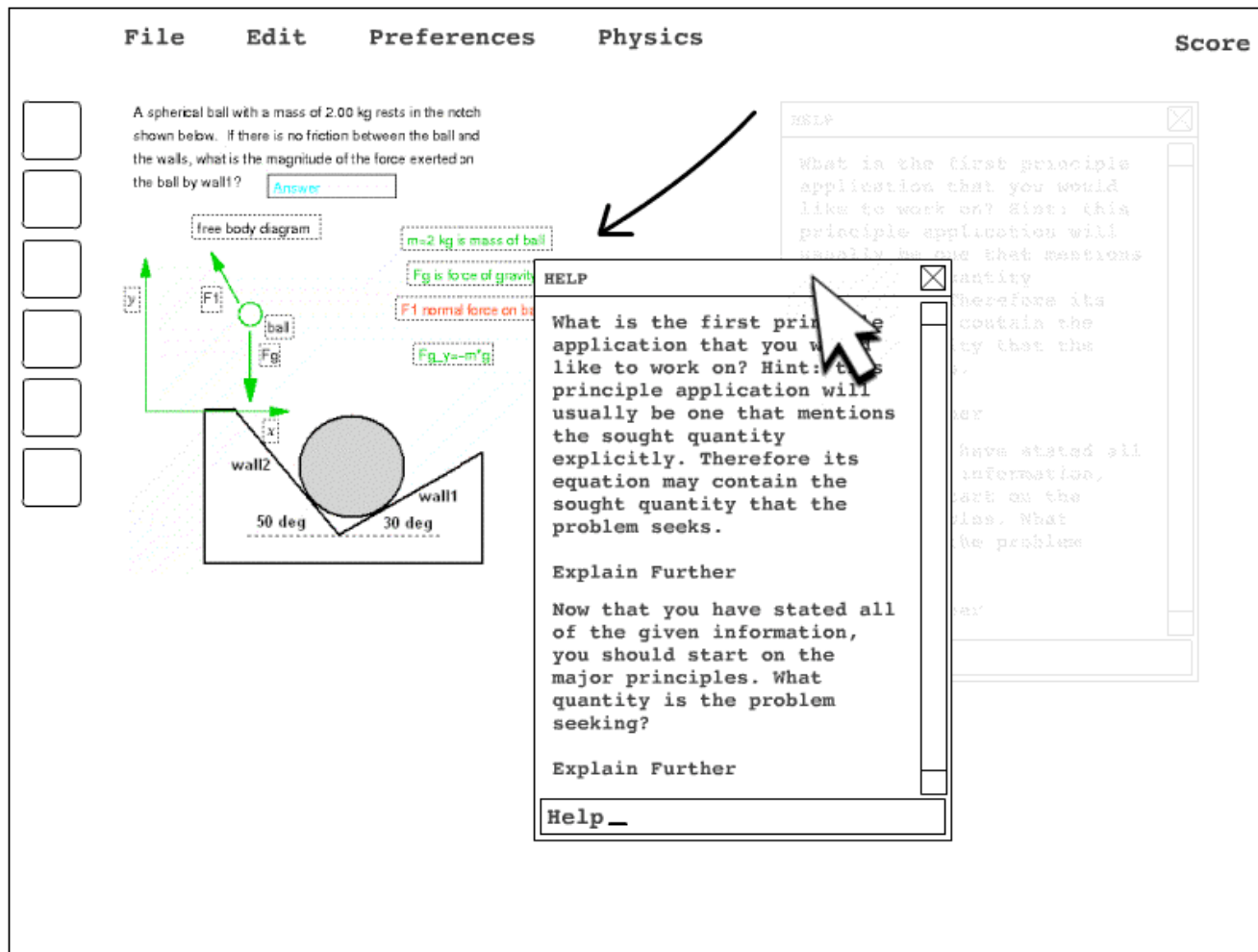
Explain Further

Help_

The second mock shows that if the user double-clicks on the title bar of the help window, it "rolls" up to a minimal size, to regain screen real estate while keeping the help window handy. There is an 'X' on the right side of the title bar that acts as a close button. The close button works whether the window is rolled up or in its normal state.



The third mock shows that the window is draggable to other areas on the screen. The window can also be dragged when it is in "rolled up" mode, as seen in mock #2.



This fourth mock shows that the window is resizeable.

