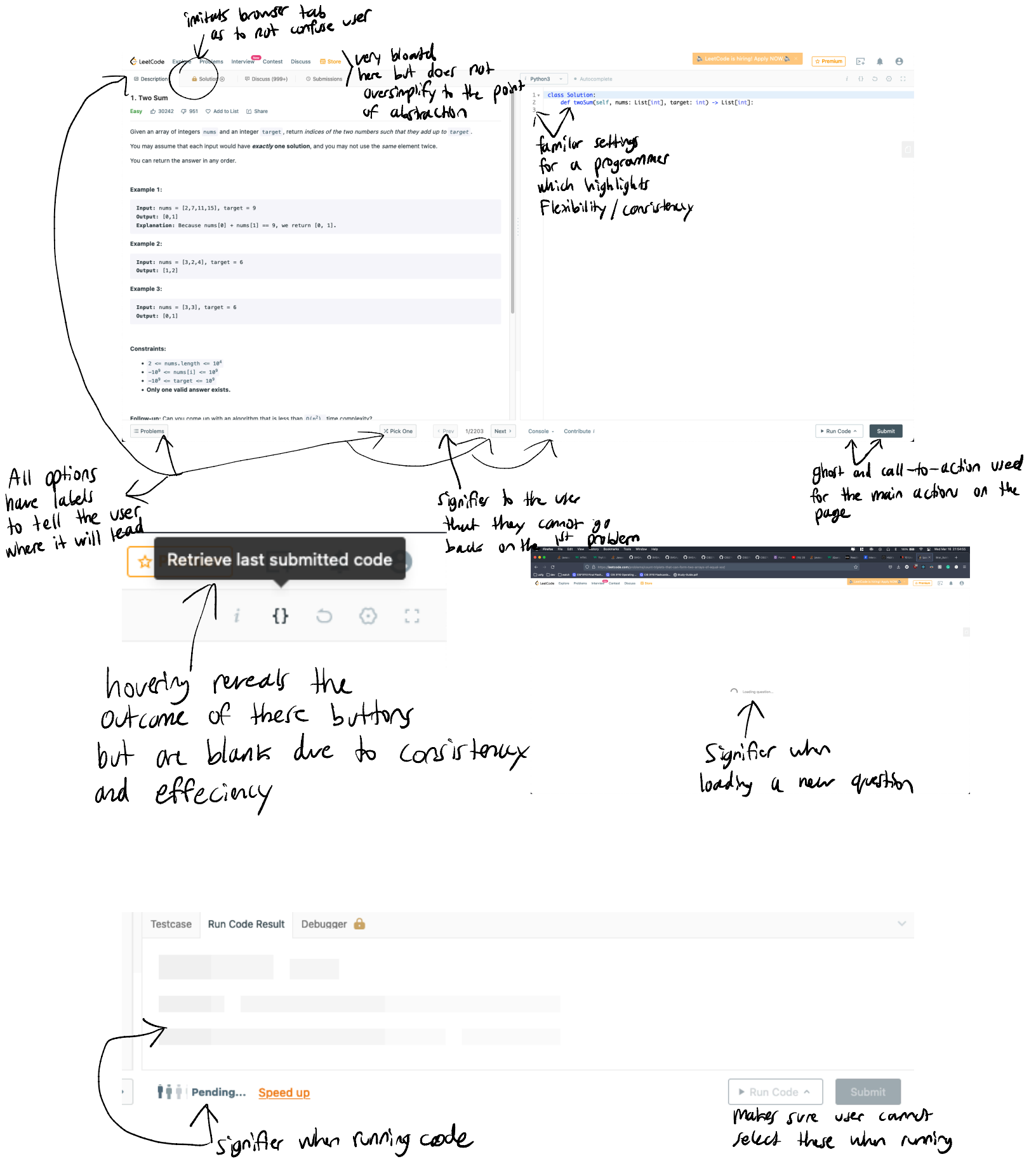

Interface is a page off of a Leetcode problem (https://leetcode.com/problems/two-sum/)

Discoverability (Miklos Philips)

- All buttons and icons are labeled to show the user what action will occur when interacting with that element
- Icons that have to do with the code editor itself have a popup when the user hovers over them which also signifies the user
- Main tabs for the problem at the top are labeled and act as a copy of a browser tab view which does not confuse the user as to where they are and what would happen when clicking on another

- **Signifiers (Miklos Philips)**
  - The Prev button at the bottom is greyed out as well as is un-clickable due to the fact that I was on the first problem on the site - This signifies that the user is not able to go 1 back
  - Run Code and Submit are two buttons that do two different things but are told to the user using ghost buttons - apart from the labels, the user is able to know that clicking submit will give back a result for the entire problem whereas run code will just give the user info on the console
- **Feedback (Miklos Philips)**
  - When clicking Run Code, an animation appears which tells the user that something is in progress where after, the results appear in the box that has dummy lines
  - When clicking on the shuffle button at the bottom to choose a new problem, the screen initiates a loading sequence where by the user knows that it is in progress fetching a problem and knows when it is done when the problem shows up on screen
- **Hick's Law**
  - Because of all the options on the page as well a tabs, the main elements such as Run Code and Submit are placed at the bottom right using a ghost button and call to action button - This ensures the user is not overwhelmed by all of the options and focuses on the task at hand **(Hick's Law #3)**
  - The site makes sure to not oversimplify to the point of abstraction - elements such as the navigation bar to explore different parts of the site as well as the tab bar for the problem itself are all visible to the user despite taking up the header of the site - Because the main focus of the interface is to solve the problem, these do not bother the user as much **(Hick's Law #5)**
- **Consistency and standards**
  - The editor specific options at the top right don't actually have labels until you hover on them - This is because most are self explanatory to the user - i icon for information, arrow to reset editor window, gear for text editor settings, etc
  - This same rule applies for the rating for the problem and right side of the navigation bar which contains the profile and notification icons
  - Because of the nature of the website, the code editor section provides familiar options to a programmer such as line numbers, syntax highlighting, autocomplete brackets, etc
- **Flexibility and efficiency of use**
  - Code editing section provides multiple different shortcuts for when writing the solution, these are all shown to the user when clicking on the "i" icon on the top right - things like Run code, Debug code, indent one level, indent fewer level, move line up/down, etc are all provided as shortcuts for the user
  - When Run Code is selected, the site runs an example test case on your solution and lets you know if it was right or wrong, to further enhance this, the "Testcase" tab on the bottom right is editable and allows the user to write in their own test cases before actually submitting there solution to be graded

Maneesh Wijewardhana
mkandage@uoguelph.ca
1125828