



Data Layer: Includes Repositories and Data Sources. Repositories contain queries and change of specific data model. Can decide which data source to choose (network or BD)

Domain Layer : Contains Model and ▶ Uses Cases. Use cases combine data from repositories and extract the business logic from the view models.

Presentation Layer: UI, ViewModels,

- implementation -

Data Flow: depends on data Layer Depe

dency Rule: depends on domain

MMVM

Inherited Widget

Provider

Stream

Future

Storage

Json

Cubit

Action Theory

Golden Rules

Norman Principles

Action Theory

Loi de Fitts

$$MT = a + b \cdot \log 2 \left(\frac{2D}{w}\right)$$

Usability (Nielson)

Wearables

Ergonomic Criteria (Bastien Scapin)

Context

System Usability Scale

- 1. Like to use frequently
- 2. Too complex
- 3. Easy to use
- Need Assistance
- 5. Functions well integrated
- 6. Consistent 7. Learn quickly
- Efficient
- 8. Efficient 9. Easy to remember
- 10. Could be more enjoyable

Cognitive WalkThrough

At each step, ask the following questions:

- 1. Will the user try to achieve the correct effect?
- 2. Will the user notice that the correct action is available?
- Will the user associate the correct action with the effect that user is trying to achieve?
- 4. If the correct action is performed, will the user see that progress is being made toward solution of the task?

Heuristics

- 1. Status Visibility
- 2. Match between system and real world
- User control and freedom Consistency and standards
- 5. Error prevention
- 6. Recognition rather than recall
- 7. Flexibility and efficiency of use
- 8. Aesthetic and minimalist design
- 9. Help users recognize, diagnose, and recover from errors
- 10. Help and documentation