GUI Programming

Lab work 1 Part 1

Five principles of good GUI design.

1. User control and freedom – Offer users to go back a step and undo previous actions or redo them.
2. Visibility – GUI’s should always keep the user in the loop of what’s happening and what’s going on. This can be done with labels, dialogue boxes, loading messages.
3. Help users recognize errors – Error messages displayed to the user should be plain and simple and easy to understand instead of code based errors.
4. Consistency – Consistency helps make the user feel safe, everything from fonts, layouts to language. Consistency helps the user understand the program instead of wondering if a button does something completely different than a Windows application button.
5. Error prevention – prevent easily encounterable errors by removing them completely from the program, or check for them and give the user an option before they do the action.