Module 4M21: Software Engineering and Design

UI DESIGN

Examples Paper 3

Straightforward questions are marked †
Tripos standard (but not necessarily Tripos length) questions are marked ∗
Note, the first two questions are the same as in your handouts

1.†Find a simple mobile application that you like and using just pen and paper sketch its UI flow. List all features that you like about this application and anything that you dislike.

2.†Find an interesting web page and sketch a detailed mock-up of the web page by hand, mapping out all its UI elements (wireframe). List all features that you like about this web page and anything that you dislike.

3.∗You are a member of a team designing a web interface for an internet banking service where each client has two accounts: a current account and a savings account. Assuming that the user has logged-in and passed all security checks, provide screen designs and UI flow for each of the following use cases:

   (a) transfer 100 from the current account to the savings account

   (b) pay a bill of £36.50 to BT plc, customer number EA3482828

   (c) close all accounts and transfer any outstanding balance to an account at another bank.

4. Design the UI for a software application for smartphone that implements the functionality defined in Question 3(a) and 3(b).

5. Design the UI for a touchscreen wrist-monitor which keeps track of your heart rate. The user can check their current heart rate and set alerts when the heart rate rises above certain bpm value and drops below certain bpm value.