Program design and development

Usability

Therac-25

Actechtural decisions what metaphor you would use and what is the interface standard for that decision. Thease could include layout, what information is used, how it looks,of easy is it to use , consistency and minimising effort.

Prototypes could be storyboards,layout diagram and html/language prototype(etc algorithms).

You can see users use the prototype and to ask for their experiences on the prototype. You can oibserve by taking viedeos with consent or by giving them dairy to keep record of whatthey do.

I walkthough should identify any problems with the software. This could be done with users, experts or by yourself.

Jacob nielson 10 usability to follow. Visibility, real world language,user control,consistency,error protection,recognition,flexibility,aesthetic and minimalistic design,help users recognise and recover from errors,help and documentation.

Event handling in swing is done by actionlistener