UI PATTERNS

A user interface is well-designed when the program behaves exactly how the user thinks it will."

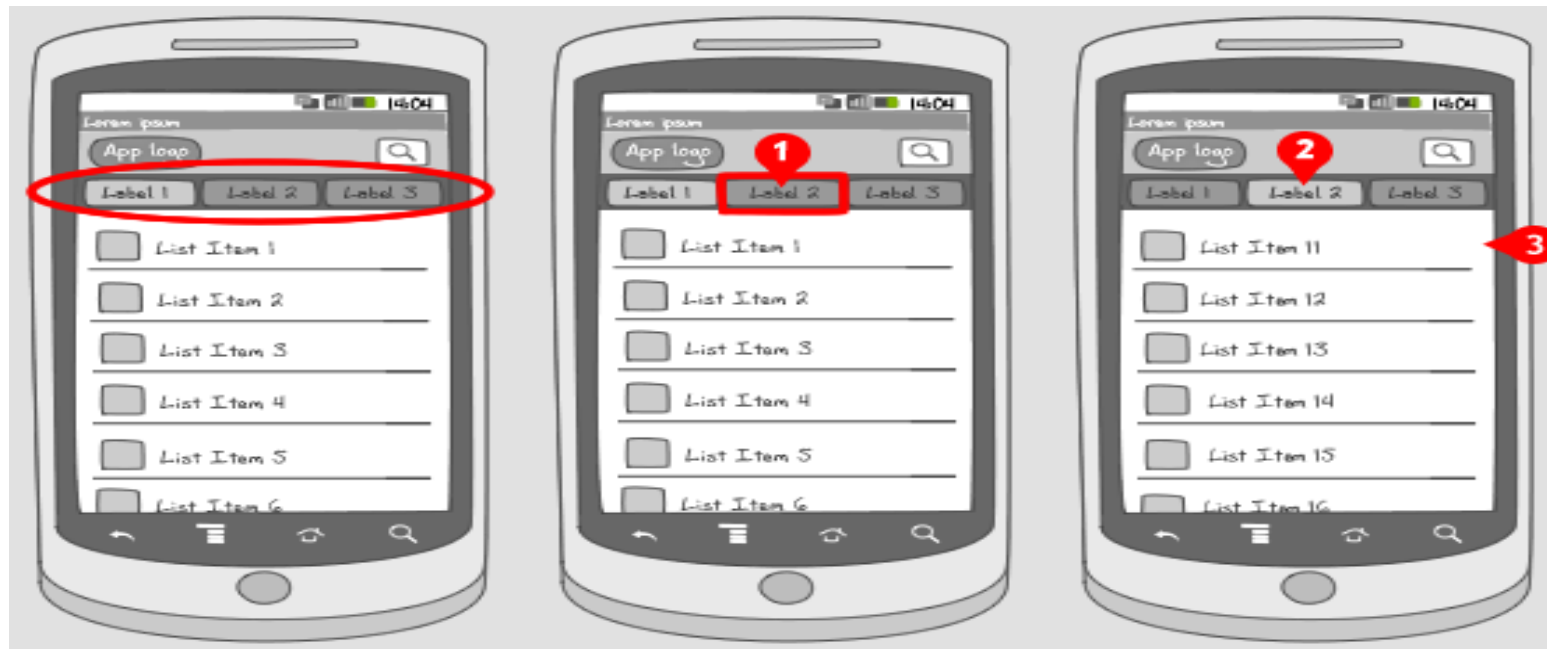"The applications that are easy to use are designed to be familiar"

parts are recognizable enough so that   people can apply their previous knowledge to a novel interface.
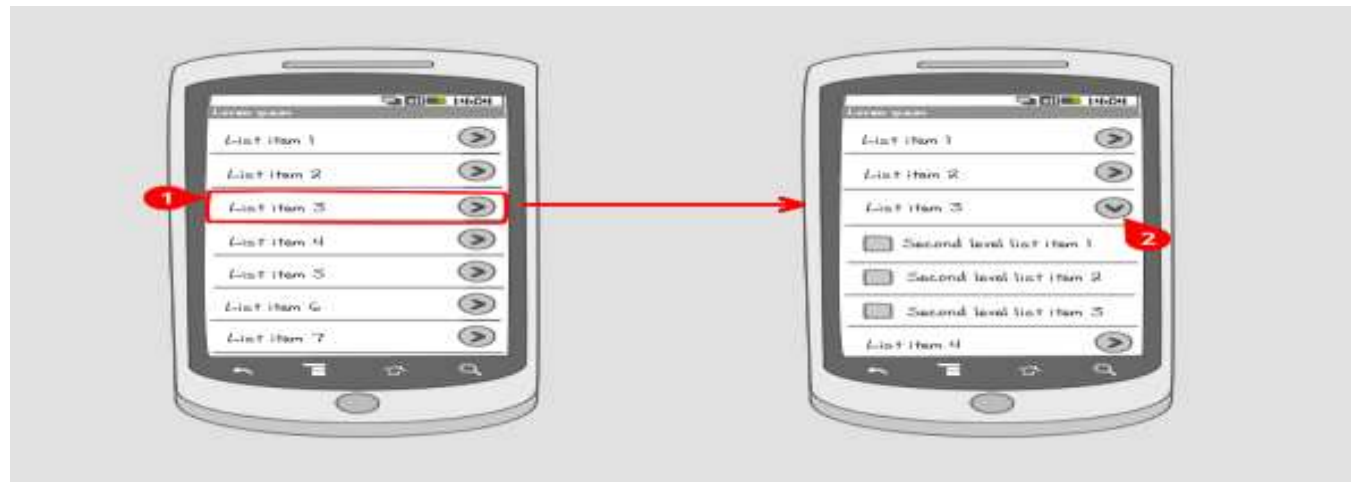
UI PATTERNS

- Q: How to show many elements at the same level of importance and search them quickly ?
  - Segmented control: place 2-5 buttons or tabs horizontally aligned, that act as filters.
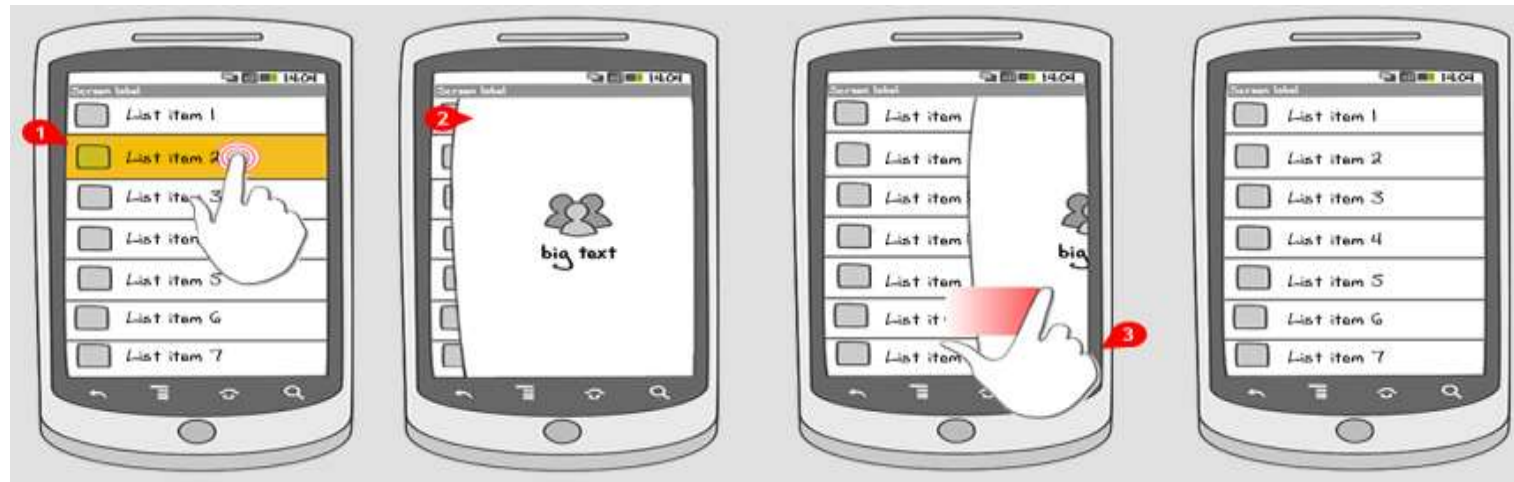
UI PATTERNS

Q: How to show a vast amount of hierarchical data ?

Expandable list: Items are organized in a two-level list. A first level item can be expanded to show its children. An indicator shows the state, collapsed or expanded.

UI PATTERNS

- Q: How to show a vast amount of hierarchical data ?

- A:Sliding layer: after a certain trigger (button click, item selection, etc), a sticky container will slide from any side of the screen. Shall be dismissed or closed by swiping it away or tapping.

UI PATTERNS

Q: How to show a vast amount of hierarchical data ?

A:Drill down: tapping on an item in the list opens its
   children in next level